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SIMULATION D'HYPOTHESES EMISES PAR PROPP et LEVI-STRAUSS

EN UTILISANT UN SYSTEME DE SIMULATION META-SYMBOLIQUE

Sheldon KLEIN
John F. AESCHLIMANN
Matthew A. APPELBAUM
David F. BALSIGER
Elizabeth J. CURTIS
Mark FOSTER
S. David KALISH
Ying-Da LEE
Lynne A. PRICE

*SIMULATION D'HYPOTHESES EMISES PAR PROPP & LEVI-STRAUSS
EN UTILISANT UN SYSTEME DE SIMULATION META-SYMBOLIQUE (1)*

1.0. INTRODUCTION

Nous présentons ici les résultats de la construction et de l'exécution d'un modèle automatisé du travail fait par Propp dans "la Morphologie du Conte" en ce qui concerne les contes populaires russes à un mouvement. Cette présentation comprend un listage complet du code correspondant au modèle comportant en zone commentaire des références à la deuxième traduction anglaise de cet ouvrage (Propp, 1968), ainsi que le texte imprimé de 60 récits de contes différents générés par le modèle automatisé à la vitesse moyenne de 128 mots par seconde (ce temps comprenant le calcul de l'intrigue, de la structure profonde et de la structure en surface des phrases), le temps étant calculé pour des passages faits sur un Univac 1110.

Toutefois, afin d'introduire à la méthode, on présentera tout d'abord un modèle plus simple qui permet de produire les mythes 1, 2, 12, 124 et 125 de l'ouvrage de Levi-Strauss "le cru et le cuit" (1969). A la différence du modèle précédent, celui-ci ne permet de reconstituer que ces cinq intrigues et aucune autre. L'analyse de ce cas devrait rendre la compréhension du modèle de Propp plus aisée.

Dans une version précédente de cet article (Klein et al., 1974), un premier modèle permettant la reconstitution des mythes cités par Levi-Strauss était présenté. Pierre Maranda fit un commentaire critique de ce

(1) Le manuel d'utilisation de ce système (MESSY * 3) peut être consulté en s'adressant à Monsieur Philippe RICHARD, Centre d'Ethnologie Française, 6 route du Mahatma Gandhi - 75116 PARIS.

modèle. Celui qui est présenté ici est une tentative pour satisfaire les contraintes minimales énoncées par lui comme nécessaires pour pouvoir simuler la démarche de Levi-Strauss, en particulier la possibilité de réaliser une transformation à double effet. Le modèle de Propp a également été révisé et les 60 contes merveilleux ainsi produits sont nouveaux.

Ces deux modèles ont été programmés dans un langage spécifique de simulation du comportement qui fait partie d'un système que nous avons décidé d'appeler un "système de simulation méta-symbolique". Ce système est capable de reproduire divers modèles de comportement et permet de leur associer systèmes syntaxiques et sémantiques.

Les modèles utilisés comme données dans le cadre de cette étude ne permettent de tester qu'une partie des possibilités et du domaine d'application du système de simulation méta-symbolique. Cette affirmation mérite d'être reprise : les modèles de Levi-Strauss et de Propp présentés ici sont des données qui permettent d'éprouver la validité du système dans lequel ils sont formulés. Un modèle permettant de produire des énigmes policières a également servi de test et le domaine d'application du système comprend des modèles démographiques et socio-culturel de sociétés réelles.

L'idée d'utiliser des simulations du Folklore comme jeux d'essais fut suggérée au premier des auteurs (Sh. Klein) durant une conférence pluridisciplinaire tenue au Centre pour la recherche pluridisciplinaire, Bielefeld, Allemagne du 18 au 22 février 1974 ("The Role of Grammar in Non-automised and Automised Text processing Systems" ; la conférence était organisée par J.S. Petőfi et T.A. van Dijk qui sont parmi les principaux représentants des recherches nouvelles en matière de grammaires de texte. Un groupe de folkloristes participait à cette conférence, en particulier Heda Jason, Elli Kőngäs Maranda, Dimitri Segal, Milaly Hoppal, et Michel de Virville. Jason, Segal et Kőngäs Maranda nous persuadèrent de travailler immédiatement à la construction de modèles dans le domaine du folklore. Nous devons une reconnaissance particulière au travail de Pierre Maranda et Elli Kőngäs Maranda, "A sketch of the Okanagan Myth Automaton" présenté par Elli Kőngäs Maranda,

ainsi qu'à une étude faite par Philippe Richard et Michel de Virville. Pierre Maranda travaille par ailleurs à la construction d'un modèle automatisé de Propp.

Nous devons également citer Ed Kahn qui dans sa dissertation de Ph D (Kahn, 1973) fit mention du modèle d'énigmes policières (Klein et al., 1973, Automatic novel writing : a status report) d'une façon telle que le modèle utilisé comme test était confondu avec le système qui permettait de l'implémenter. Les remarques faites par lui à cette occasion ainsi que dans un débat publié par ailleurs suggéraient aussi que le système était incapable de traiter la complexité des quantifications logiques devant être utilisées dans des modèles adaptés au folklore. La présentation donnée ici, des modèles de Propp et Levi-Strauss devrait régler ce différent. Il faut aussi noter que cet article devrait répondre aux critiques formulées contre le développement des grammaires de texte par Dascal et Margalit (1974).

2.0. HISTORIQUE ET REFERENCE

Parmi les auteurs de cette étude, Lynne Price a produit le schéma du modèle de Levi-Strauss et Aeschlimann a écrit les instructions dans le programme de simulation correspondant, Applebaum et Kalish ont écrit le programme du modèle de Propp et Kamin s'est occupé des questions concernant le système. Aeschlimann, Appelbaum, Kamin et Lee sont les auteurs des principales additions au système de simulation méta-symbolique utilisées dans cette étude. Balsiger et Foster ont mis au point des modules qui génèrent le langage naturel et la rédaction des grammaires utilisées. Klein, Curtis et Price travaillent au modèle automatisé qui permettra de reproduire l'ensemble des mythes du "cru et le cuit".

Ce travail est une extension du système décrit dans l'étude de Klein et al. (1973), et Klein et al. (1971). Parmi les prédecesseurs directs de celui-ci, on compte Klein et Simmons (1963) Klein (1965 a et b), Klein et al. (1966). Une liste non-exhaustive de travaux en relation avec celui-ci comporte (réseaux sémantiques automatisés) : Quillian (1966), Schank (1969, 1972), Schank & Rieger (1973), Mel' Chuk &

Zholkovskij (1970) ; (variantes du calcul de prédicats du 1er ordre comme partie de la base sémantique dans un système permettant la production de langage naturel) : Mc Cawley (1968), Bach & Harms (1968), Lakoff (1969), Green & Raphael (1968), Coles (1968), Petöfi (1973) ; (Passage du langage naturel à des représentations sémantiques, systèmes de simulations et de déductions) : Kellogg (1968), Heidorn (1972), Simmons (en préparation), Green & Raphael (1968), et Coles (1968).

3.0. LE SYSTEME DE SIMULATION META-SYMBOLIQUE

On peut décomposer le système de simulation meta-symbolique en trois parties : un langage de simulation du comportement qui permet de représenter, de produire et de manipuler des événements dans un système de discours donné et ceci dans les termes fournis par la deuxième partie : un réseau sémantique composé d'objets et de relations abstraits. La troisième partie est un mécanisme de production qui va de la sémantique à une représentation de la structure de surface et qui permet de décrire les changements dans l'état du réseau sémantique dans le langage pour lequel la grammaire a été implémentée. Dans cet article, on ne considèrera que les principales caractéristiques de ce système. Une version plus détaillée de cette présentation se trouve dans Klein et al. (1973).

3.1. Langage de simulation, objets et relations

Chacune des instructions du langage de simulation se compose de deux parties : une liste d'actions et une liste de conditions. Les actions peuvent consister en adjonctions ou suppressions au réseau sémantique, ainsi que d'actions plus complexes qui seront décrites plus tard. Les conditions sont des tests portant sur la présence ou l'absence de structures déterminées dans le réseau sémantique. La réalisation de la liste d'action peut être une fonction déterministe ou aléatoire de la valeur logique prise par la liste des conditions. En ce sens, la relation entre conditions et actions peut être rapprochée de la "présupposition".

Un système de contrôle du "temps" gère l'enchaînement de l'application des différentes règles ou des groupes de règles. Toutes les règles d'un même groupe sont évaluées au même moment.

Les objets et les relations forment par leur combinaison des "triplets sémantiques"; ceux-ci sont les unités fondamentales du système. A chaque objet sémantique (et à chaque relation) est attribué un numéro unique. Il en est de même pour les triplets sémantiques (qui se composent de deux ou trois objets en relation dissymétrique). Les règles du langage de simulation permettent la création ou la suppression du triplet. A chaque triplet est associé la "date" de sa création et celle de sa suppression. Si le même triplet est répété plusieurs fois, il lui est associé la liste des dates correspondantes.

Les objets et les relations sont des entités sémantiques abstraites. Leur signification réside dans l'ensemble des informations qui leur sont associées. Un objet sémantique est ainsi relié à plusieurs types de structures; parmi ces liens, il faut compter la référence lexicale qui consiste en une liste de renvois à un dictionnaire de racines appartenant au langage naturel retenu pour la représentation de surface. Les entrées de ce dictionnaire peuvent consister en racines de mots uniques ou de composés qui permettent l'expression d'objets ou de relations sémantiques. La liste de renvois de deux objets différents peut désigner la même racine (homonymie).

Un deuxième type de structure peut être associé à un objet ou à une relation ; il s'agit du "triplet lexical". La forme de celui-ci est la même que celle du triplet sémantique ; toutefois, les triplets lexicaux ne font pas partie du réseau sémantique (en particulier, ils ne leur est pas assigné un numéro d'identification). Les triplets lexicaux peuvent servir diverses fonctions, parmi lesquelles la représentation d'une unité sémantique par une expression idiomatique et plus généralement par une chaîne de mots incluant un verbe. Les objets et les relations dans les triplets lexicaux doivent être des unités déjà identifiées dans le système et sont eux-mêmes reliés à des listes d'expressions lexicales ou d'autres structures permettant leur représentation. Ainsi, la représentation récursive est-elle possible.

Un objet sémantique peut-être également relié à une liste de renvois vers des triplets appartenant au réseau sémantique. On dira dans ce cas que l'objet constitue un noeud "prédicat multiple" du réseau (chaque triplet ayant un numéro unique, la liste de renvois est en fait une liste de numéros). De tels "prédicats multiples" peuvent être utilisés comme des variables du discours. Ainsi, dans le discours, un objet abstrait peut être relié à l'expression lexicale "that" et associé à l'ensemble des triplets représentant l'expression "what John knows" afin de permettre la représentation d'une phrase du type "John knows that ...". Ces structures peuvent être réflexives et récursives sans limitation de niveau. Ainsi la liste de références d'un prédicat multiple qui apparaît dans un triplet peut comporter le numéro d'identification de ce même triplet. Ceci permet la représentation de structures de surface du type : "he knows that he knows ...".

Le système permet également la définition de classes dont les règles d'appartenance peuvent être modifiées sous l'effet des actions incluses : les classes d'objets et les classes de relations. Chaque intitulé de classe est un objet ou une relation sémantique. Des classes indicées peuvent être également définies, les indices étant eux-mêmes des objets ou des relations sémantiques. Ce dispositif d'indexation des classes est d'une importance majeure pour permettre la définition logique de catégories de textes.

3.2. Le passage de la sémantique à la construction d'une surface.

A chaque entrée du dictionnaire, est associé l'indication de toutes les catégories, terminales ou non, de l'algorithme de construction de phrases qui peuvent leur être appliquées. Ainsi, on pourra indiquer pour une racine qu'elle peut servir comme substantif ou comme verbe mais non comme préposition. Ces informations sont contenues dans un vecteur binaire associé à la racine. A chaque racine sont également associées les transformations nécessaires pour leur permettre de fonctionner comme représentant des catégories. Les variantes d'une même racine apparaissent séparément et leur choix est déterminé par la transformation qui est appliquée à la catégorie grammaticale.

unités lexicales associées sont transmises au descendant de ces noeuds non-terminaux et ainsi de suite jusqu'à leur rattachement éventuel à un symbole terminal. Lorsqu'il y a plusieurs triplets dans la pile de modifications, des informations de contrôle peuvent indiquer au programme qu'il convient de poursuivre le processus afin de traduire plusieurs triplets par la même structure de surface. Le travail exécuté par les transformations est divisé en deux niveaux : supérieur et inférieur. Les transformations de niveau supérieur s'appliquent pendant la construction de l'arbre. L'environnement maximal sur lequel elles peuvent opérer consiste en un symbole non-terminal et ses descendants immédiats. Elles permettent d'insérer, de supprimer ou de permuter des symboles. Elles permettent également de le marquer pour l'application ultérieure d'une transformation de niveau inférieur. Ces marques sont transmises aux descendants appropriés et un symbole terminal peut-être associé à plusieurs marques qui sont apparues à des moments différents du processus de production de la phrase.

On peut montrer que ce système est équivalent aux modèles plus traditionnels qui n'appliquent les transformations qu'après construction de l'arbre entier. C'est toutefois un avantage informatique majeur que de pouvoir faire intervenir chaque transformation au moment optimal quand les portions pertinentes de la structure arborescente sont immédiatement disponibles. Les programmes utilisant ces procédures usuelles nécessitent des recherches complexes qui multiplient leur temps d'exécution par un facteur 100 ou 1000 si on le compare aux performances du programme présenté ici. Ceci résulte de ce que les temps de recherche augmentent exponentiellement avec la taille et la complexité des phrases ; alors que dans notre système, le temps de traitement est une fonction linéaire de ce paramètre.

3.3. Dispositifs complexes.

Chaque groupe de règles possède un nom. Il peut être appelé dans les mêmes conditions qu'un sous-programme récursif. Le nom d'un objet ou d'une relation sémantique peut être également le nom d'un groupe de règles. Ainsi, un objet ou une relation peuvent être considérés dans cer-

tains contextes comme des unités sémantiques, dans d'autres comme des sous-programmes à exécuter.

Les règles peuvent être formulées en utilisant les noms de classes. Ainsi, au lieu de définir une règle pour "John Loves Mary", on pourra l'établir pour les phrases du type "Person Affection Person". La même règle peut donc gouverner une grande variété de cas.

Une classe peut contenir des objets qui soient tous des noms de groupes de règles. On peut alors utiliser le contenu ordonné de cette classe d'objets comme une suite ordonnée d'appels à des sous-programmes. Ce dispositif permet d'établir une équivalence entre les objets et les actions d'une même classe. Ceci est particulièrement utile quand on cherche à reproduire des relations sémantiques complexes ou une séquence d'actions et une personne ou un objet peuvent manifester tous deux la même entité sémantique profonde.

Certaines possibilités sont ouvertes par le système qui ne sont pas utilisées ici, mais qui devraient l'être dans la poursuite de notre travail sur Propp.

Parmi celles-ci, il faut citer la capacité qu'a le système de simulation d'"anticiper" sur le développement futur de l'action et de prendre des décisions dans le "présent" en fonction de leurs conséquences attendues. Un exemple de règle de ce type pourrait être : "Si l'événement A est réalisé maintenant, l'événement B se produira-t-il à l'instant T ?". Une autre possibilité ouverte par le système consiste à représenter la signification des règles du langage de simulation lui-même dans la notation du réseau sémantique qui sert à enregistrer le sens du langage naturel. Il est alors possible de consulter les règles de comportement implicites qui gouvernent le modèle au même titre que les autres informations qu'il gère. Ceci rend relativement facile, si l'on a déjà construit des modèles génératifs automatisés, celle de systèmes automatiques d'analyse présuppositionnelle ou d'analyse structurale de contes ou de mythes.

4.0. UN NOUVEAU MODELE POUR CINQ MYTHES EXTRAITS DU "CRU ET LE CUIT".

Dans une version précédente de cette étude (Klein et Al., 1974), un modèle très simple des mythes 1,2,12,124 et 125 a été présenté en guise de pédagogie à la formulation plus complexe du modèle de Propp. A la suite des critiques exprimées par Pierre Maranda dans son commentaire sur la première version, le modèle a été corrigé et amendé pour satisfaire à la plupart des contraintes exprimées. Plus précisément, l'ambiguïté concernant le terme "water" a été levée, l'"alligator" a été pris en compte de même que les contrastes entre les mythes 1 et 124 et on a introduit la transformation à double effet, la totalité du schéma de la page 217 du "Cru et le cuit" (1964) est prise en compte, Maranda indiquant qu'il s'agit d'une propriété minimale que le modèle doit satisfaire. Par contre, on n'a pas tenté de prendre en compte celui de la page 202 (1964) comme l'indiquait Maranda. Mais des projets qui vont au-delà de ce problème sont présentés plus loin dans la section 8.

Le programme écrit pour reproduire ces mythes illustre plusieurs dispositifs du système de simulation méta-symbolique. Parmi ceux-ci, on peut noter : la quantification des fonctions en utilisant des classes indicées et l'utilisation des fonctions (ou scénarios exécutables), comme des éléments de telles classes. La combinaison de ces deux dispositifs permet, en utilisant des indices doubles afin de représenter des transformations à double effet (il convient de rappeler à cette occasion que si le modèle de Propp permet de générer un ensemble potentiellement infini de contes, le modèle de Levi-Strauss ne permet de reproduire que les mythes 1,2,12,124 et 125).

Les numéros de mythes sont traités comme des indices de classes. Tous les éléments ayant même valeur d'indice appartiennent au même mythe. Les différentes classes sont données par ordre alphabétique. Les éléments en majuscules correspondent aux noms de groupes de règles dans le schéma représentant le programme. Les classes à double indices, dont le nom est précédé d'une astérisque ("*"), voient leur premier indice déterminé par le numéro de mythe et le second par des événements appartenant à l'intrigue. Cette caractéristique est utilisée en particulier dans la transformation à double effet par le biais de la classe "* modify" qui ne con-

tient que des noms de groupes de règles. Les éléments ADD et SUB de cette classe sont des groupes de règles qui appellent eux-mêmes d'autres classes ("addition" et "subtraction"), dont les contenus sont également des noms d'autres groupes de règles.

Les pages qui suivent contiennent la liste des classes par ordre alphabétique puis une présentation schématique du programme. Pour faciliter la lecture, on a reporté à la fin le programme réel et la grammaire permettant le passage de la représentation sémantique au langage naturel. On trouve par contre les textes et la pile des modifications correspondantes à chacun des mythes tels qu'ils sont générés par notre programme, ainsi que l'analyse de la production du texte du mythe 12 dans le terme du schéma de programme. Dans cette précision simplifiée, le mécanisme de production du langage naturel est omis.

Classes (rule names are capitalized, double subscript classes are prefixed by '*')

myth	<u>addition</u>	<u>almostfalls</u>	<u>animal</u>
1	RAIN	SHOT	vulture
2	LAKE	---	---
12	FIRE	---	Jaguar
124	SEA	DIVULGE	alligator
125	RAIN	---	---

myth	<u>*animals</u>		
	1	2	3
1	hummingbird	dove	grasshopper
2	---	---	---
12	vultures	little birds	alligator
124	woodpecker	partridge	monkey
125	---	---	---

myth	<u>assoc</u>	<u>bloodshed</u>	<u>clan</u>	<u>collect</u>
1	---	---	---	gathers
2	disassociated	NOBLOOD	Baltogogo	picking
12	---	---	---	---
124	---	---	---	hunting
125	associated	BLOODY	---	hunting

myth	<u>defiled</u>	<u>defilement</u>	<u>deprivation</u>	<u>deprived</u>
1	---	---	---	---
2	defiled	excrement	mother	son
12	---	---	---	---
124	---	---	---	---
125	stained	blood	food	son

myth	<u>divide</u>	<u>eaten</u>	<u>*element</u>			
			1	2	3	4
1	---	vulture	water	fire	---	---
2	---	---	water	---	---	---
12	---	---	water	---	---	fire
124	---	---	water	---	---	---
125	hero	---	water	---	---	---

myth	<u>emotion</u>	<u>expedition</u>	<u>fault</u>	<u>findfamily</u>
1	---	palms	flies slowly	hero
2	ashamed	wildfruit	---	---
12	---	---	---	---
124	---	game	is talkative	---
125	angry	tapir	---	---

myth	<u>help</u>	<u>hero</u>	<u>husband</u>	<u>kill</u>
1	OBTAIN	hero	---	---
2	---	Baltogogo	---	KILL1
12	---	hero	Jaguar	---
124	COVER	Asare	---	---
125	---	Bepkorortl	---	KILL2

myth	<u>Intro</u>	<u>*level</u>			
		1	2	3	4
1	---	celestial	terrestrial	---	---
2	NEWCHIEF	terrestrial	---	---	---
12	---	terrestrial	---	---	terrestrial
124	STARS	terrestrial	---	---	---
125	SKY	celestial	---	---	---

myth	<u>lie</u>	<u>lizards</u>	<u>lizard</u>	<u>lizard</u>
1	---	FORFOOD	lizard	---
2	---	---	---	---
12	lie	---	---	---
124	---	ALLIGATOR	---	lizard
125	---	---	---	---

myth	<u>*modify</u>				<u>music</u>	<u>need</u>
	1	2	3	4		
1	ADD	SUB	---	---	---	SOULNEST
2	ADD	---	---	---	INSTRUMENTS	---
12	SUB	WIFE	REVEALS	ADD	---	---
124	ADD	---	---	---	PIGS	HIDE
125	ADD	---	---	---	---	---

myth	<u>*object</u>			<u>observer</u>
	1	2	3	
1	great dance rattle	small rattle	bells	---
2	---	---	---	son
12	---	---	---	---
124	bark	straw	rind	Asare
125	---	---	---	---

myth	<u>ornament</u>	<u>procurer</u>	<u>pursuit</u>	<u>rapist</u>
1	---	women of tribe	---	hero
2	ADORNMENTS	wife of Baltogogo	---	man from tapir clan
12	---	---	---	---
124	---	father	alligator	brothers
125	WARPAINT	men of tribe	---	---

myth	<u>reason</u>	<u>relation</u>	<u>revenge</u>	<u>revenge2</u>
1	ALERT	father	HELPERS	FATHER
2	---	---	KILLSWIFE	---
12	---	brother-in-law	---	---
124	REFUSE	---	THRASH	---
125	---	---	---	---

myth	<u>speed</u>	<u>subtraction</u>	<u>tapir</u>	<u>used</u>
1	---	FIREOUT	---	heard
2	slowly	---	man from tapir clan	---
12	---	CREEK	---	---
124	---	---	---	eaten
125	quickly	---	tapir	---

myth	<u>vertical</u>	<u>victim</u>	<u>*wanderer</u>	
			1	2
1	BIRDNESTING	mother	hero	---
2	TREE	wife	Baltogogo	---
12	BIRDNESTING	---	hero	jaguar
124	FALCONS	mother	Asare	brothers
125	MOUNTAIN	---	---	---

myth	<u>want</u>
1	hungry
2	---
12	thirsty
124	---
125	---

Basic Order of Rule Groups Called by Master Control Group

(other rules are called, in turn by these)

- | | | |
|--------------|--------------|----------------|
| 1. CLAN | 9. DIVIDE | 17. REAR |
| 2. GATHER | 10. DEPRIVE | 18. HORIZONTAL |
| 3. RAPE | 11. VERTICAL | 19. LIZ2 |
| 4. OBSERVE | 12. DEFILE | 20. FINDFAMILY |
| 5. DISCOVERY | 13. WANT | 21. MODIFY |
| 6. REVENGE | 14. LIZ1 | 22. PURSUIT |
| 7. CRIME | 15. EATEN | 23. REVENGE2 |
| 8. BLOOD | 16. DOWN | 24. INTRO |

Version schématique du programme.

Pour en faciliter la lecture, on associe à chaque règle ou groupe de règles les numéros des mythes pour lesquels elles sont pertinentes. Ces informations sont ignorées lors du traitement. Les groupes sont donnés dans l'ordre alphabétique.

GROUP ADD: CALL ADDITION(M)

1,2,12, LEVEL(M) ELEMENT (M,K) IS CREATED
124,125

GROUP ADORNMENT: THEY BRING ORNAMENTS FOR FUNERAL RITES

2

GROUP ALERT: IT WOULD ALERT SOULS

1 ANIMALS(M,K) DROPS OBJECT(M,K) INTO WATER WITH LOUD NOISE
SOULS ARE ALERTED
SOULS SHOOT ARROWS AT ANIMALS(M,K)

GROUP ALLIGATOR: ANIMAL(M) DEVELOPS FROM LIZARDS

124

GROUP BIRDNESTING: RELATION(M) FORCES HERO(M) CLIMB POLE TO CAPTURE MACAWS

1,12 HERO(M) SAYS NEST IS EMPTY
IF LIE(M) IS NOT NULL
RELATION(M) REMOVES POLE
HERO(M) STRANDED

GROUP BLOOD: CALL BLOODSHED(M)

2,125 IF BLOODSHED(M) IS NOT NULL

GROUP BLOODY: HERO(M) DISMEMBERS TAPIR(M)

125

GROUP CLAN: VILLAGE CHIEFS BELONGED TO TUGARE MOIETY IN OLDEN TIMES

2 BAITOGOGO IS CHIEF
IF CLAN(M) NOT NULL

GROUP COVER: ANIMAL(M,K) COVERS HERO(M) WITH OBJECT(M,K)

124

GROUP CREEK: FOR J = 1,2,3

12 [HERO(M) AND ANIMAL(M) COME TO A CREEK

HERO(M) WANTS TO DRINK

HERO(M) CANNOT DRINK BECAUSE ELEMENT(M,K) BELONGS TO ANIMALS(M,J)

HERO(M) DRINKS ELEMENT(M,K) AND DRAINS CREEK

GROUP CRIME: HERO(M) KILLS TAPIR(M) SPEED(M)

2,125 IF TAPIR(M) IS NOT NULL

GROUP DEFILE: [HERO(M) IS DEFILED (M) WITH DEFILEMENT(M)

2,125 [HERO(M) IS EMOTION(M)

IF DEFILED(M) IS NOT NULL

GROUP DEPRIVE: DEPRIVED(M) IS DEPRIVED OF DEPRIVATION(M)
2,125 IF DEPRIVED(M) IS NOT NULL

GROUP DISCOVERY: OBSERVER(M) TELLS FATHER OF RAPE
1,2,124 IF OBSERVER(M) IS NOT NULL
FATHER DISCOVERS RAPE
IF OBSERVER(M) IS NULL AND RAPIST(M) IS NOT NULL

GROUP DIVIDE: [OTHER MEN DIVIDE FLESH
125 HERO(M) IS GIVEN ONLY TWO PAWS
[HIS WIFE SHAVES HIS HEAD AND PAINTS HIM WITH GENIPA JUICE
IF DIVIDE(M) IS NOT NULL

GROUP DIVULGE: A MONKEY ALMOST DIVULGES SECRET
124 ANOTHER MONKEY STRIKES IT ON LIPS

GROUP DOWN: ANIMAL(M) HELPS HERO(M) DOWN
1,12 IF VERTICAL(M) EQUALS BIRDNESTING

GROUP EATEN: [ANIMAL(M) EATS REST OF LIZARDS
1 [ANIMAL(M) EATS HINDQUARTERS OF HERO(M)
[SATIATED ANIMAL(M) WILLING TO HELP HERO(M)
IF EATEN(M) IS NOT NULL

GROUP FALCONS: BROTHERS SET FIRE TO HOUSE OF PARENTS
124 PARENTS BECOME FALCONS TO ESCAPE

GROUP FATHER: HERO(M) GETS REVENGE ON FATHER AND FATHER'S WIVES
1

GROUP FINDFAMILY: [HERO(M) LOOKS FOR FAMILY
1 [HERO(M) FINDS FAMILY
[HERO(M) APPEARS AS LIZARD
[CALL REVEALS
IF FINDFAMILY(M) IS NOT NULL

GROUP FIRE: PEOPLE CAPTURE FIRE FROM ANIMAL(M)
12

GROUP FIREOUT: STORM PUTS OUT ALL FIRE EXCEPT THAT OF GRANDMOTHER
1

GROUP FORFOOD: HERO(M) EATS SOME OF LIZARDS
1 REST OF LIZARDS ROT

GROUP GATHER: PROCURER(M) COLLECT(M) EXPEDITION(M)
1,2,124,125 IF PROCURER(M) IS NOT NULL

GROUP HELPERS: FOR K = 1,2,3
1,124 [CALL NEED(M)
[HERO(M) ASKS ANIMALS(M,K) FOR HELP
[CALL HELP(M)
[OBJECT(M,K) SHOULD NOT BE USED(M) BECAUSE
[CALL REASON(M)
[ANIMALS(M,3) FAULT(M)
[CALL ALMOSTFAILS(M)

GROUP HIDE: HERO(M) MUST HIDE FROM ANIMAL(M)
124

GROUP HORIZONTAL: FOR $K = 1, 2$
1, 2, 12, 124 WANDERER(M, K) WANDERS THROUGH COUNTRY
IF WANDERER(M, K) IS NOT NULL

GROUP INSTRUMENT: BAITOGOGO AND OTHER CHIEF RETURN TO VILLAGE WITH OTHER HEROS
2 THEY BRING MUSICAL INSTRUMENTS

GROUP INTRO: CALL INTRO(M)
2, 124, 125 IF INTRO(M) IS NOT NULL

GROUP KILL1: NEW CHIEF ASKS FOR ORNAMENTS
2 NEW CHIEF KILLS HEROS WHO ONLY GAVE HIM A FEW

GROUP KILL2: BERKOROROTI CAUSES THUNDERBOLT TO FALL
125 MANY PEOPLE ARE KILLED

GROUP KILLSWIFE: BAITOGOGO STRANGLES HIS WIFE
12

GROUP LAKE: LAKE APPEARS WHENEVER BAITOGOGO STOPS WALKING
2 TREE ON SHOULDER OF BAITOGOGO SHRINKS

GROUP LIZARD: HERO(M) KILLS SOME LIZARDS
1, 124 CALL LIZARDS(M)

GROUP LIZ1: CALL LIZARD
1 IF LIZ1(M) IS NOT NULL

GROUP LIZ2: CALL LIZARD
124 IF LIZ2(M) IS NOT NULL

GROUP MODIFY: FOR $K = 1, 2, 3, 4$
1, 2, 12, CALL MODIFY(M, K)
124, 125 IF MODIFY(M, K) IS NOT NULL

GROUP MOUNTAIN: BERKOROROTI AND HIS SON ASCEND MOUNTAIN
125 BERKOROROTI SMEARS CLUB WITH BLOOD

GROUP NEWCHIEF: BAITOGOGO AND OTHER CHIEF LEAVE VILLAGE
2 NEW CHIEF BELONGS TO CERA MOIETY
CALL ORNAMENTS

GROUP NOBLOOD: WIFE OF BAITOGOGO IS KILLED WITHOUT BLOODSHED
2

GROUP OBSERVE: OBSERVER(M) OBSERVES RAPE
2, 124 IF OBSERVER(M) IS NOT NULL

GROUP OBTAIN: ANIMALS(M, K) OBTAINS OBJECT(M, K) FOR HERO(M)
1

GROUP ORNAMENTS: HERO(M) AND HIS SON ARE ASSOC(M)
2,125 CALL MUSIC(M)
CALL ORNAMENT(M)
CALL KILL(M)
POPULATION IS SCATTERED

GROUP PIGS: HERO(M) SHOUTS LIKE WILD PIGS
125

GROUP PURSUIT: [HERO(M) SWIMS IN SEA
124 ANIMAL(M) CHASES HERO(M) FROM WATER
CALL HELPERS
HERO(M) ASKS SKUNK WHO IS HIS UNCLE FOR HELP
SKUNK KILLS ANIMAL(M) WITH STENCH
IF PURSUIT(M) IS NOT NULL

GROUP RAIN: THERE IS THUNDERSTORM
1,125

GROUP RAPE: RAPIST(M) RAPES VICTIM(M)
1,2,124 IF RAPIST(M) IS NOT NULL

GROUP REAR: [HERO(M) HAS NO HINDQUARTERS
1 HERO(M) MAKES HINDQUARTERS WITH DOUGH
IF EATEN(M) IS NOT NULL

GROUP REFUSE: IT IS FOOD REFUSE
124

GROUP REVEALS: HERO(M) REVEALS HIMSELF TO HIS FAMILY
1,12

GROUP REVENGE: CALL REVENGE(M)
1,2,124 IF REVENGE(M) IS NOT NULL

GROUP REVENGE2: CALL REVENGE2(M)
1 IF REVENGE2(M) IS NOT NULL

GROUP SEA: ASARE IS THIRSTY
124 BROTHERS DIG WELL
ASARE CANNOT DRINK ALL OF WATER
WELL PRODUCES SEA

GROUP SHOT: ANIMALS(M,3) IS HIT BY ARROWS
1 ANIMALS(M,3) IS NOT KILLED

GROUP SKY: CALL ORNAMENTS
125 HERO(M) AND HIS SON GO INTO SKY

GROUP SOULNEST: FATHER SENDS HERO(M) TO NEST OF SOULS FOR OBJECT(M,K)
1 HERO(M) ASKS HIS GRANDMOTHER TO HELP
HIS GRANDMOTHER ADVISES HIM TO ASK ANIMALS(M,K)

GROUP STARS: BROTHERS BATHE IN SEA
124 THEY BATHE TODAY DURING RAINY SEASON
THEY APPEAR IN SKY AS PLEIADES WHEN CLEAN

GROUP SUB: CALL SUBTRACTION(M)
1,12 LEVEL(M,K) ELEMENT(M,K) IS DESTROYED

GROUP THRASH: FATHER THRASHES BROTHERS
124

GROUP TREE: SON BECOMES BIRD
2 BIRD SEARCHES FOR MOTHER
BIRD DROPS EXCREMENT ON BAITOGOGO
EXCREMENT BECOMES TREE

GROUP VERTICAL: CALL VERTICAL(M)
1,2,12,124,125

GROUP WANT: HERO(M) IS WANT(M)
1,12 IF WANT(M) IS NOT NULL

GROUP WARPAINT: WARPAINT AND WARCRIES ARE INTRODUCED
125

GROUP WIFE: WIFE OF HUSBAND(M) IS UNFRIENDLY
12 HERO(M) KILLS WIFE OF HUSBAND(M)

THE WOMEN OF THE TRIBE WERE GATHERING PALMS.
THE HERO RAPED HIS MOTHER.
THE FATHER DISCOVERED THE RAPE.
THE FATHER SENT THE HERO TO THE NEST OF SOULS FOR THE GREAT DANCE RATTLE.
THE HERO ASKED HIS GRANDMOTHER TO HELP.
HIS GRANDMOTHER ADVISED THE HERO TO ASK THE HUMMINGBIRD.
THE HERO ASKED THE HUMMINGBIRD FOR HELP.
THE HUMMINGBIRD OBTAINED THE GREAT DANCE RATTLE FOR THE HERO.
THE GREAT DANCE RATTLE SHOULD NOT BE HEARD BECAUSE IT WOULD ALERT THE SOULS.
THE HUMMINGBIRD DROPPED THE GREAT DANCE RATTLE INTO THE WATER WITH A LOUD NOISE.
THE SOULS WERE ALERTED.
THE SOULS SHOT ARROWS AT THE HUMMINGBIRD.
THE FATHER SENT THE HERO TO THE NEST OF SOULS FOR THE SMALL RATTLE.
THE HERO ASKED HIS GRANDMOTHER TO HELP.
HIS GRANDMOTHER ADVISED THE HERO TO ASK THE DOVE.
THE HERO ASKED THE DOVE FOR HELP.
THE DOVE OBTAINED THE SMALL RATTLE FOR THE HERO.
THE SMALL RATTLE SHOULD NOT BE HEARD BECAUSE IT WOULD ALERT THE SOULS.
THE DOVE DROPPED THE SMALL RATTLE INTO THE WATER WITH A LOUD NOISE.
THE SOULS WERE ALERTED.
THE SOULS SHOT ARROWS AT THE DOVE.
THE FATHER SENT THE HERO TO THE NEST OF SOULS FOR THE BELLS.
THE HERO ASKED HIS GRANDMOTHER TO HELP.
HIS GRANDMOTHER ADVISED THE HERO TO ASK THE GRASSHOPPER.
THE HERO ASKED THE GRASSHOPPER FOR HELP.
THE GRASSHOPPER OBTAINED THE BELLS FOR THE HERO.
THE BELLS SHOULD NOT BE HEARD BECAUSE IT WOULD ALERT THE SOULS.
THE GRASSHOPPER DROPPED THE BELLS INTO THE WATER WITH A LOUD NOISE.
THE SOULS WERE ALERTED.
THE SOULS SHOT ARROWS AT THE GRASSHOPPER.
THE GRASSHOPPER FLEW SLOWLY.
THE GRASSHOPPER WAS HIT BY ARROWS.
THE GRASSHOPPER WAS NOT KILLED.

THE FATHER FORCED THE HERO TO CLIMB A POLE TO CAPTURE MACAWS.
THE FATHER REMOVED THE POLE.
THE HERO WAS STRANDED.
THE HERO WAS HUNGRY.

THE HERO KILLED SOME LIZARDS.
THE HERO ATE SOME OF THE LIZARDS.
THE REST OF THE LIZARDS ROTTED.
THE VULTURES ATE THE REST OF THE LIZARDS.
THE VULTURES ATE THE HINDQUARTERS OF THE HERO.
THE SATIATED VULTURES WERE WILLING TO HELP THE HERO.
THE VULTURES HELPED THE HERO DOWN.
THE HERO HAD NO HINDQUARTERS.
THE HERO MADE MORE HINDQUARTERS WITH DOUGH.
THE HERO WANDERED THROUGH THE COUNTRY.
THE HERO LOOKED FOR HIS FAMILY.
THE HERO FOUND HIS FAMILY.
THE HERO APPEARED AS A LIZARD.
THE HERO REVEALED HIMSELF TO HIS FAMILY.
THERE WAS A THUNDERSTORM.
CELESTIAL WATER WAS CREATED.
THE STORM PUT OUT ALL FIRE EXCEPT THAT OF THE GRANDMOTHER.
TERRESTRIAL FIRE WAS DESTROYED.
THE HERO GOT REVENGE ON HIS FATHER AND THE WIVES OF THE FATHER.

VILLAGE CHIEFS BELONGED TO THE TUGARE MOIETY IN OLDEN TIMES.
BAITOGOGO WAS A CHIEF.
THE WIFE OF BAITOGOGO WAS PICKING WILD FRUIT.
A MAN FROM THE TAPIR CLAN RAPED THE WIFE OF BAITOGOGO.
A SON OBSERVED THE RAPE.
THE SON TOLD THE FATHER OF THE RAPE.
BAITOGOGO STRANGLER HIS WIFE.

BAITOGOGO KILLED THE MAN FROM THE TAPIR CLAN SLOWLY.
THE WIFE OF BAITOGOGO WAS KILLED WITHOUT BLOODSHED.
THE SON WAS DEPRIVED OF HIS MOTHER.
THE SON BECAME A BIRD.
THE BIRD SEARCHED FOR THE MOTHER.
THE BIRD DROPPED EXCREMENT ON BAITOGOGO.
THE EXCREMENT BECAME A TREE.
BAITOGOGO WAS DEFILED WITH THE EXCREMENT.
BAITOGOGO WAS ASHAMED.

BAITOGOGO WANDERED THROUGH THE COUNTRY.
A LAKE APPEARED WHENEVER BAITOGOGO STOPPED WALKING.
THE TREE ON THE SHOULDER OF BAITOGOGO SHRANK.
TERRESTRIAL WATER WAS CREATED.
BAITOGOGO AND THE OTHER CHIEF LEFT THE VILLAGE.
THE NEW CHIEF BELONGED TO THE CERA MOIETY.
BAITOGOGO AND HIS SON WERE DISASSOCIATED.
BAITOGOGO AND THE OTHER CHIEF RETURNED TO THE VILLAGE WITH SOME OTHER HEROES.
THEY BROUGHT MUSICAL INSTRUMENTS.
THEY BROUGHT ORNAMENTS FOR THE FUNERAL RITES.
THE NEW CHIEF ASKED FOR ORNAMENTS.
THE NEW CHIEF KILLED THE HEROES WHO ONLY GAVE HIM A FEW.
THE POPULATION WAS SCATTERED.

ANALYSE DE LA PRODUCTION DU MYTHE 12

Le premier groupe de règles appelé est CLAN, qui est le premier dans la séquence primitive des groupes. L'entrée pour la classe CLAN (12) ne contenant rien, ce groupe n'est pas exécuté. Il en est de même pour les neufs groupes suivants (GATHER, RAPE, OBSERVE, DISCOVERY, REVENGE, CRIME, BLOOD, DIVIDE et DEPRIVE). Le groupe suivant, VERTICAL, appelle vertical (m). Vertical (12) étant BIRDNESTING, BIRDNESTING est le premier groupe à être exécuté. Ce groupe introduit plusieurs phrases. La première provient de :

RELATION (M) FORCES HERO (M) CLIMB POLE TO CAPTURE MACAWS

Relation (12) = "brother in law"

héro (12) = "héro"

Ce groupe conduit à la production (après passage dans le mécanisme de génération du langage naturel) de la phrase :

"The brother-in-law forced the hero to climb the pole to capture the macaws", qui constitue le début du mythe 12 reconstitué. Puisque lie (12) = "lie", la partie suivante est exécutée. Elle conduit à la phrase "The hero said that the nest was empty". Les deux phrases suivantes sont "The brother-in-law removed the pole", "The hero was stranded".

BIRDNESTING étant terminé, le contrôle revient au groupe suivant dans la séquence primitive des groupes. C'est DEFILE qui est ignoré, puisque DEFILE (12) est vide. Le groupe suivant est WANT. Puisque WANT(12) = "thirsty" ; la phrase produite est "the hero was thirsty". L121 et EATEN les deux groupes suivants sont sautés. Le groupe suivant DOWN est exécuté puisque Vertical (12) = BIRDNESTING et comme Animal (12) = "jaguar", DAWN produit "A jaguar helped the hero down".

Le groupe suivant de la séquence primitive REAR est sauté. La règle suivante HORIZONTAL est exécutée. Elle donne à l'indice k la valeur 1 et teste si wanderer (m,k) est vide. Puisque Wanderer (12,1) = "hero", la phrase "the hero wandered through the country" est produite. k est alors positionné à 2. Wanderer (12,2) étant égal à 2, la phrase suivante est : "The jaguar wandered through the country".

Les groupes suivants L122 et FINDFAMILY sont omis.

Dans MODIFY, k est d'abord mis à 1 et Modify (m,k) est appelé Modify (12,1) = SUB. Le groupe SUB appelle subtraction (m). Subtraction (12) est CREEK. Dans ce groupe, un autre indice j voit sa valeur fixée à 1. Deux phrases sont alors produites : "The hero and the jaguar came to a creek. The hero wanted a drink".

Puisque m = 12, k = 1, j = 1
element (m,k) = element (12,1) = "Water"
animals (m,j) = animals (12,1) = "Vultures".

C'est pourquoi la phrase suivante est :

"The hero could not drink because the water belonged to the vultures".

CREEK positionne alors j à 2 et comme animals (12,2) = "Little birds" produit : "The hero and the jaguar came to a creek. The hero wanted to drink. The hero could not drink because the water belonged to little birds". Puis j prend la valeur 3 et on trouve : "The hero and the jaguar came to a creek. The hero wanted to drink. The hero could not drink because the water belonged to an alligator. Enfin, CREEK conclut "The hero drank the water and drained the creek".

Le groupe CREEK est ainsi terminé mais non le groupe SUB. Celui-ci produit "terrestrial water was destroyed" ce qui conclut SUB et renvoie à MODIFY qui n'est pas terminé. MODIFY positionne maintenant k à 2 et appelle Modify (12,2) qui est WIFE ; Puisque husband (12) = "jaguar", WIFE produit : "The wife of the jaguar was unfriendly. The hero killed the wife of the jaguar". De retour dans MODIFY, k prend la valeur 3. Modify (12,3) = REVEALS qui est donc exécuté ; il génère : "The hero revealed himself to his family". Puis MODIFY donne à k la valeur 4. Modify (12,4) = ADD est appelé. ADD appelle addition (12) = FIRE. FIRE engendre "The people captured fire from the jaguar". De retour dans ADD, la phrase : "Terrestrial fire was created" est ajoutée. Ce qui termine ADD et MODIFY. Tous les autres groupes sont sautés ce qui termine la production du mythe.

CHANGE STACK FOR TIME 2H

CHANGE STACK FOR TIME 2H1M

- 1: (BROTHERI MAKES HERO) SET AT 2H1M
- 2: (MAKES CAPTURE MACAWS) SET AT 2H1M
- 3: (MAKES CLIMB POLE) SET AT 2H1M
- 4: (HERO SAYS THAT) SET AT 2H1M
- 5: (NEST EMPTY) SET AT 2H1M
- 6: (BROTHERI REMOVES POLE) SET AT 2H1M
- 7: (HERO STRANDED) SET AT 2H1M
- 8: (HERO THIRSTY) SET AT 2H1M

CHANGE STACK FOR TIME 2H2M

- 1: (JAGUAR HELPS HERO) SET AT 2H2M
- 2: (HELPS DOWN) SET AT 2H2M
- 3: (HERO WANDER) SET AT 2H2M
- 4: (WANDER THROUGH COUNTRY) SET AT 2H2M
- 5: (JAGUAR WANDER) SET AT 2H2M
- 6: (WANDER THROUGH COUNTRY) SET AT 2H2M
- 7: (HERO RAND JAGUAR) SET AT 2H2M
- 8: (JAGUAR COMETO CREEK) SET AT 2H2M
- 9: (HERO WANTS) SET AT 2H2M
- 10: (WANTS RNULL NDRINK) SET AT 2H2M
- 11: (HERO DRINK PREASON) SET AT 2H2M
- 12: (WATER1 BELONGST VULTURE) SET AT 2H2M
- 13: (DRINK CANNOT) SET AT 2H2M
- 14: (HERO RAND JAGUAR) SET AT 2H2M
- 15: (JAGUAR COMETO CREEK) SET AT 2H2M
- 16: (HERO WANTS) SET AT 2H2M
- 17: (WANTS RNULL NDRINK) SET AT 2H2M
- 18: (HERO DRINK PREASON) SET AT 2H2M
- 19: (WATER1 BELONGST LITTLEBI) SET AT 2H2M
- 20: (DRINK CANNOT) SET AT 2H2M
- 21: (HERO RAND JAGUAR) SET AT 2H2M
- 22: (JAGUAR COMETO CREEK) SET AT 2H2M
- 23: (HERO WANTS) SET AT 2H2M
- 24: (WANTS RNULL NDRINK) SET AT 2H2M
- 25: (HERO DRINK PREASON) SET AT 2H2M
- 26: (WATER1 BELONGST ALLIGATO) SET AT 2H2M
- 27: (DRINK CANNOT) SET AT 2H2M
- 28: (HERO DRINK WATER1) SET AT 2H2M
- 29: (DRINK RAND1) SET AT 2H2M
- 30: (RAND1 DRAIN) SET AT 2H2M
- 31: (DRAIN RNULL CREEK1) SET AT 2H2M
- 32: (CREEK OF ALLIGATO) SET AT 2H2M
- 33: (WATER1 DESTROYE) SET AT 2H2M
- 34: (WATER1 TERRESTI) SET AT 2H2M
- 35: (WIFE UNFRIEND) SET AT 2H2M
- 36: (WIFE OF JAGUAR) SET AT 2H2M
- 37: (HERO KILL WIFE) SET AT 2H2M
- 38: (WIFE OF JAGUAR) SET AT 2H2M
- 39: (HERO REVEALS HIMSELF) SET AT 2H2M
- 40: (REVEALS TO FAMILY) SET AT 2H2M
- 41: (FAMILY HIS) SET AT 2H2M
- 42: (PEOPLE CAPTURES FIRE) SET AT 2H2M
- 43: (CAPTURES FROM JAGUAR) SET AT 2H2M
- 44: (FIRE CREATED) SET AT 2H2M
- 45: (FIRE TERRESTI) SET AT 2H2M

THE BROTHER IN LAW FORCED THE HERO TO CLIMB THE POLE TO CAPTURE THE MACAWS.
THE HERO SAID THAT THE NEST WAS EMPTY.
THE BROTHER IN LAW REMOVED THE POLE.
THE HERO WAS STRANDED.
THE HERO WAS THIRSTY.

A JAGUAR HELPED THE HERO DOWN.
THE HERO WANDERED THROUGH THE COUNTRY.
THE JAGUAR WANDERED THROUGH THE COUNTRY.
THE HERO AND THE JAGUAR CAME TO A CREEK.
THE HERO WANTED A DRINK.
THE HERO COULD NOT DRINK BECAUSE THE WATER BELONGED TO THE VULTURES.
THE HERO AND THE JAGUAR CAME TO A CREEK.
THE HERO WANTED A DRINK.
THE HERO COULD NOT DRINK BECAUSE THE WATER BELONGED TO LITTLE BIRDS.
THE HERO AND THE JAGUAR CAME TO A CREEK.
THE HERO WANTED A DRINK.
THE HERO COULD NOT DRINK BECAUSE THE WATER BELONGED TO AN ALLIGATOR.
THE HERO DRANK THE WATER AND DRAINED THE CREEK.
TERRESTRIAL WATER WAS DESTROYED.
THE WIFE OF THE JAGUAR WAS UNFRIENDLY.
THE HERO KILLED THE WIFE OF THE JAGUAR.
THE HERO REVEALED HIMSELF TO HIS FAMILY.
THE PEOPLE CAPTURED FIRE FROM THE JAGUAR.
TERRESTRIAL FIRE WAS CREATED.

MYTH 12

THE FATHER WAS HUNTING GAME.
THE BROTHERS RAPED THE MOTHER OF THE HERO.
ASARE OBSERVED THE RAPE.
ASARE TOLD THE FATHER OF THE RAPE.
THE FATHER THRASHED THE BROTHERS.

THE BROTHERS SET FIRE TO THE HOUSE OF THE PARENTS.
THE PARENTS BECAME FALCONS TO ESCAPE.

ASARE WANDERED THROUGH THE COUNTRY.
THE BROTHERS WANDERED THROUGH THE COUNTRY.
ASARE KILLED SOME LIZARDS.
AN ALLIGATOR DEVELOPED FROM THE LIZARDS.
ASARE WAS THIRSTY.
THE BROTHERS DUG A WELL.
ASARE COULD NOT DRINK ALL OF THE WATER.
THE WELL PRODUCED A SEA.
TERRESTRIAL WATER WAS CREATED.
ASARE SWAM IN THE SEA.
THE ALLIGATOR CHASED ASARE FROM THE WATER.
ASARE HAD TO HIDE FROM THE ALLIGATOR.
ASARE ASKED THE WOODPECKERS FOR HELP.
THE WOODPECKERS COVERED ASARE WITH BARK.
BARK SHOULD NOT BE EATEN BECAUSE IT WAS FOOD REFUSE.
ASARE HAD TO HIDE FROM THE ALLIGATOR.
ASARE ASKED THE PARTRIDGES FOR HELP.
THE PARTRIDGES COVERED ASARE WITH STRAW.
STRAW SHOULD NOT BE EATEN BECAUSE IT WAS FOOD REFUSE.
ASARE HAD TO HIDE FROM THE ALLIGATOR.
ASARE ASKED THE MONKEYS FOR HELP.
THE MONKEYS COVERED ASARE WITH RIND.
RIND SHOULD NOT BE EATEN BECAUSE IT WAS FOOD REFUSE.
THE MONKEYS WERE TALKATIVE.
ONE MONKEY ALMOST DIVULGED THE SECRET.
ANOTHER MONKEY STRUCK IT ON THE LIPS.
ASARE ASKED THE SKUNK WHO WAS HIS UNCLE FOR HELP.
THE SKUNK KILLED THE ALLIGATOR WITH HIS STENCH.
THE BROTHERS BATHED IN THE SEA.
THEY BATHE TODAY DURING THE RAINY SEASON.
THEY APPEAR IN THE SKY AS THE PLEIADES WHEN CLEAN.

MYTH 124

THE MEN OF THE TRIBE WERE HUNTING A TAPIR.

BEPKOROROTI KILLED THE TAPIR QUICKLY.

BEPKOROROTI DISMEMBERED THE TAPIR.

THE OTHER MEN DIVIDED THE FLESH.

BEPKOROROTI WAS ONLY GIVEN TWO PAWS.

HIS WIFE SHAVED HIS HEAD AND PAINTED HIM WITH GENIPAJUICE.

HIS SON WAS DEPRIVED OF FOOD.

BEPKOROROTI AND HIS SON ASCENDED THE MOUNTAIN.

BEPKOROROTI SMEARED A CLUB WITH BLOOD OF THE TAPIR.

BEPKOROROTI WAS STAINED WITH BLOOD.

BEPKOROROTI WAS ANGRY.

THERE WAS A THUNDERSTORM.

CELESTIAL WATER WAS CREATED.

BEPKOROROTI AND HIS SON WERE ASSOCIATED.

BEPKOROROTI SHOUTED LIKE WILD PIGS.

WARPAINT AND WARCRIES WERE INTRODUCED.

BEPKOROROTI CAUSED A THUNDERBOLT TO FALL.

MANY PEOPLE WERE KILLED.

THE POPULATION WAS SCATTERED.

BEPKOROROTI AND HIS SON WENT INTO THE SKY.

THIS PROGRAM MAPS TIME AND MYTH SO THAT THE MYTHS
WILL BE GENERATED IN DISTINCT TIME FRAMES
IE MYTH 1 AT TIME 0, MYTH 2 AT TIME 1, ETC.

NODES

SNODES;

THAT 0 = 'THAT';
MY 0 = ;
LST 0 = ;
ULST 0 = ;

INDEXES

I1 0 = ;
I2 0 = ;
I3 0 = ;

MYTH IDENTIFIER/INDEXES

M1 0 = ;
M2 0 = ;
M12 0 = ;
M124 0 = ;
M125 0 = ;

SEMANTIC NODES

ADD 0 = ;
ADORNMENTS 0 = ;
ALERT 0 = ;
ALL 0 = 'ALL';
ALLIGATOR 0 = 'ALLIGATOR';
ARROWS 5 = 'ARROW';
ASAFE 0 = 'ASARE';
BAITOGOGO 0 = 'BAITOGOGO';
BARK 0 = 'BARK';
BEPKOROROTI 0 = 'BEPKOROROTI';
BIRD 0 = 'BIRD';
BIFNESTING 0 = ;
BIFPS 1 = 'BIRD';
BLOODSH 0 = 'BLOODSHED';
BLOODY 0 = ;
BROTHERINLAW 2 = 'BROTHER IN LAW';
BROTHERS 3 = 'BROTHER';
CERAMOIETY 2 = 'CERA MOIETY';
CHIEF 0 = 'CHIEF';
CHIEFS 5 = 'CHIEF';
CLUB 0 = 'CLUB';
COUNTRY 2 = 'COUNTRY';
COVER 0 = ;
CREEK 4 = 'CREEK';
CREEK1 2 = 'CREEK';
DIVULGE 0 = ;
DOUGH 0 = 'DOUGH';
EXCREMENT 1 = 'EXCREMENT';

POPULATION 2 = 'POPULATION';
PPEASON 0 = ;
RAIN 2 = 'RAIN';
REFUSE 0 = 'REFUSE';
REST 2 = 'REST';
RITES 3 = 'RITE';
SEA 2 = 'SEA';
SEASON 2 = 'SEASON';
SECRET 2 = 'SECRET';
SHOULDER 2 = 'SHOULDER';
SKUNK 2 = 'SKUNK';
SKY 2 = 'SKY';
SMALLRATTLE 2 = 'SMALL RATTLE';
SOME 0 = 'SOME';
SON 0 = 'SON';
SON1 0 = ;
SOULNEST 0 = ;
SOULS 3 = 'SOUL';
SOULS1 5 = 'SOUL';
STARS 0 = ;
STENCH 0 = 'STENCH';
STORM 2 = 'STORM';
STRAW 0 = 'STRAW';
SUB 0 = ;
TAPIR 0 = 'TAPIR';
TAPIRCLAN 2 = 'TAPIR CLAN';
THAT2 0 = 'THAT';
THERE 0 = 'THERE';
THEY 5 = 'THEY';
THRASH 0 = ;
THUNDERBOLT 0 = 'THUNDERBOLT';
THUNDERSTORM 4 = 'THUNDERSTORM';
TIMES 1 = 'TIME';
TREE 0 = 'TREE';
TRIBE 2 = 'TRIBE';
TUGAMOIETY 2 = 'TUGARE MOIETY';
UNCLE 2 = 'UNCLE';
VULTURE 3 = 'VULTURE';
WAPCRYS 5 = 'WACRY';
WAPPAINT 0 = 'WAPPAINT';
WATER 0 = 'WATER';
WATER1 2 = 'WATER';
WELL 0 = 'WELL';
WIFE 2 = 'WIFE';
WIFE OF BAITOGOGO 2 = ;
WILDFRUIT 1 = 'WILD FRUIT';
WIVES 3 = 'WIFE';
WOMEN 3 = 'WOMAN';
WOMEN OF TRIBE 3 = ;
WOODPECKER 3 = 'WOODPECKER';
GWIFE 0 = ;
GVEALS 0 = ;
ADDL 0 = ;

FALCONS 1 = 'FALCON';
FAMILY 0 = 'FAMILY';
FATHER 2 = 'FATHER';
FEW 0 = 'FEW';
FIRE 0 = 'FIRE';
FIREOUT 0 = 'FIRE OUT';
FIRE1 1 = 'FIRE';
FLESH 2 = 'FLESH';
FOOD 1 = 'FOOD';
FORFOOD 0 = ;
GAME 1 = 'GAME';
GENIPAJUICE 0 = 'GENIPAJUICE';
GRANDMOTHER 2 = 'GRANDMOTHER';
GREATDANCERATTLE 2 = 'GREAT DANCE R';
GSHOT 0 = ;
HEAD 0 = 'HEAD';
HELPERS 1 = ;
HELPH 0 = 'HELP';
HERO 2 = 'HERO';
HEROES 3 = 'HERO';
HIDE 0 = 'HIDE';
HIM 0 = 'HIM';
HIMSELF 0 = 'HIMSELF';
HINDQUART 3 = 'HINDQUARTER';
HOUSE 2 = 'HOUSE';
HUMMINGBIRD 2 = 'HUMMINGBIRD';
INSTRUMENTS 5 = 'INSTRUMENT';
IT 0 = 'IT';
JAGUAR 0 = 'JAGUAR';
KILLSWIFE 0 = ;
KILL1 0 = ;
KILL2 0 = ;
LAKE 0 = 'LAKE';
LIE 0 = 'LIE';
LIPS 3 = 'LIP';
LISARD 4 = 'LIZARD';
LIZARD 1 = 'LIZARD';
MACAWS 1 = 'MACAW';
MAN 0 = 'MAN';
MANFROMTAPIRCLAN 0 = ;
MEN 3 = 'MAN';
MENOFTRIBE 3 = ;
MONKEY1 0 = 'MONKEY';
MOTHER 2 = 'MOTHER';
MOTHER1 0 = ;
MOTHEROPHERO 2 = ;
MOUNTAIN 2 = 'MOUNTAIN';
NDRIK 4 = 'DRINK';
NESCAPE 0 = 'ESCAPE';
NEST 2 = 'NEST';
NEWCHIEF 0 = ;
NHHELP 0 = 'HELP';
NOBLOOD 0 = ;
NOISE 4 = 'NOISE';
NVILLAGE 2 = 'VILLAGE';
OBTAIN 0 = ;
ORNAMENTS 5 = 'ORNAMENT';
PALMS 1 = 'PALM';
PARENTS 3 = 'PARENT';
PAWS 1 = 'PAW';

MONKEY 3 = 'MONKEY';
BELLS 3 = 'BELL';
ALLIGATOR 0 = 'ALLIGATOR';
RIND 0 = 'RIND';
GCLAN 0 = ;
GATHER 0 = ;
RAPE 2 = 'RAPE';
OBSERVE 0 = ;
DISCOVERY 0 = ;
REVENGE 0 = 'REVENGE';
CRIME 0 = ;
BLOOD 0 = 'BLOOD';
DIVIDE 0 = ;
DEPRIVES 0 = ;
VERTICAL 0 = ;
DEFILE 0 = ;
GWANT 0 = ;
LIZ1 0 = ;
GEATEN 0 = ;
GDOWN 0 = ;
REAR 0 = ;
HORIZONTAL 0 = ;
LIZ2 0 = ;
GFINDFAMILY 0 = ;
MODIFICATION 0 = ;
GPURSUIT 0 = ;
REVENGE2 0 = ;
GINTRO 0 = ;

RELATIONS

RELATIONS;
XX A 2 0 = ;
ADVISES I 3 0 = 'ADVISE';
ALERTS I 3 0 = 'ALERT';
ALERTED A 2 0 = 'ALERT';
ALMOST A 6 1 = 'ALMOST';
ANGRY A 2 0 = 'ANGRY';
ANOTHER A 2 2 = 'ANOTHER';
APPEARS A 3 0 = 'APPEAR';
AS I 4 0 = 'AS';
ASCENDS I 3 0 = 'ASCEND';
ASHAMED A 2 0 = 'ASHAMED';
ASKFOR I 3 0 = ;
ASKS I 3 0 = 'ASK';
ASSOCIATED A 2 0 = 'ASSOCIATED';
AT I 4 0 = 'AT';
BATHES A 3 0 = 'BATHE';
BE A 3 0 = 'BE';
BECOMES I 3 0 = 'BECOME';
BELONGSTO I 3 0 = ;
BELONGS I 3 0 = 'BELONG';
BRINGS I 3 0 = 'BRING';

BY I 4 0 = 'BY';
 CANNOT A 6 2 = 'COULD NOT';
 CAPTURES I 3 0 = 'CAPTURE';
 CAPTURE I 3 0 = 'CAPTURE';
 CAUSE I 3 0 = 'CAUSE';
 CELESTIAL A 2 0 = 'CELESTIAL';
 CHASE I 3 0 = 'CHASE';
 CLEAN A 2 0 = 'CLEAN';
 CLIMB I 3 0 = 'CLIMB';
 COME I 3 0 = 'COME';
 COMETO I 3 0 = 'COMETO';
 COVERS I 3 0 = 'COVER';
 CREATED A 2 0 = 'CREATE';
 DEPRIVED A 2 0 = 'DEPRIVE';
 DEFILES A 2 0 = 'DEFILED';
 DEPRIVE I 3 0 = 'DEPRIVE';
 DESCEND A 3 0 = 'DESCEND';
 DESTROYED A 2 0 = 'DESTROY';
 DEVELOP A 3 0 = 'DEVELOP';
 DIG I 3 0 = 'DIG';
 DISASSOCIAT A 2 0 = 'DISASSOCIATED';
 DISCOVER I 3 0 = 'DISCOVER';
 DISMEMBERS I 3 0 = 'DISMEMBER';
 DIVIDES I 3 0 = 'DIVIDE';
 DIVULGES I 3 0 = 'DIVULGE';
 DOWN A 6 0 = 'DOWN';
 DRAIN A 3 0 = 'DRAIN';
 DRINK I 3 0 = 'DRINK';
 DROPS I 3 0 = 'DROP';
 DURING I 4 0 = 'DURING';
 EAT I 3 0 = 'EAT';
 EATEN I 2 0 = 'EAT';
 EMPTY A 2 0 = 'EMPTY';
 ESCAPE I 3 0 = 'ESCAPE';
 ESCAPEN A 3 0 = 'ESCAPE';
 EXCEPT I 4 0 = 'EXCEPT';
 FAIL A 3 0 = 'FAIL';
 FALL A 3 0 = 'FALL';
 FINDS I 3 0 = 'FIND';
 FLIESLOWLY A 3 0 = 'FLIESLOWLY';
 FLY I 3 0 = 'FLY';
 FOODR A 2 0 = 'FOOD';
 FOR I 4 0 = 'FOR';
 FORI A 4 0 = 'FOR';
 FROM I 4 0 = 'FROM';
 FUNERAL A 2 0 = 'FUNERAL';
 GATHERS I 2 0 = 'GATHER';
 GETS I 3 0 = 'GET';
 GIVE I 3 2 = 'GIVE';
 GIVEN I 2 0 = 'GIVE';
 GIVES I 3 0 = 'GIVE';
 GO I 3 0 = 'GO';
 GOINTO I 3 0 = 'GOINTO';
 GOUP I 3 0 = 'GOUP';
 HAS I 3 0 = 'HAVE';
 HEARD I 2 0 = 'HEAR';
 HELPS I 3 0 = 'HELP';
 HELPSA A 3 0 = 'HELP';
 HIDES A 3 0 = 'HIDE';
 HIS A 2 2 = 'HIS';

HIT A 2 0 = 'HIT';
 HUNGRY A 2 0 = 'HUNGRY';
 HUNTING I 2 0 = 'HUNT';
 IN I 4 0 = 'IN';
 INTO A 4 0 = 'INTO';
 INTOI I 4 0 = 'INTO';
 INTRODUCED A 2 0 = 'INTRODUCE';
 IS I 3 0 = 'BE';
 ISTALKATIVE A 2 0 = 'TALKATIVE';
 KILL I 3 0 = 'KILL';
 KILLED A 2 0 = 'KILL';
 LEAVES I 3 0 = 'LEAVE';
 LEAVING I 3 0 = 'LEAVE';
 LIKE I 4 0 = 'LIKE';
 LITTLE A 2 0 = 'LITTLE';
 LOOKFOR I 3 0 = 'LOOK';
 LOOKS I 3 0 = 'LOOK';
 LOUD A 2 0 = 'LOUD';
 MAKE I 3 0 = 'MAKE';
 MAKES I 3 0 = 'FORCE';
 MANY A 2 2 = 'MANY';
 MORE A 2 2 = 'MORE';
 MUSICAL A 2 0 = 'MUSICAL';
 MUST A 6 2 = 'MUST';
 MUSTNOT A 6 2 = 'SHOULD NOT';
 NEG A 6 2 = 'NOT';
 NEW A 2 0 = 'NEW';
 NO A 2 2 = 'NO';
 OBSERVES I 3 0 = 'OBSERVE';
 OBTAINS I 3 0 = 'OBTAIN';
 OF I 4 0 = 'OF';
 OLDEN A 2 0 = 'OLDEN';
 ON I 4 0 = 'ON';
 ONE A 2 2 = 'ONE';
 ONLYA A 6 1 = 'ONLY';
 OTHER A 2 0 = 'OTHER';
 OUT A 4 0 = 'OUT';
 PAINTS A 3 0 = 'PAINT';
 PICKING I 2 0 = 'PICK';
 PRODUCES I 3 0 = 'PRODUCE';
 PUTS I 3 0 = 'PUT';
 PUTSOUT I 3 0 = 'PUTSOUT';
 QUICKLY A 6 0 = 'QUICK';
 RAINY A 2 0 = 'RAINY';
 RALL A 2 0 = 'ALL';
 RAND I 5 0 = 'AND';
 RANDI A 5 0 = 'AND';
 RAPES I 3 0 = 'RAPE';
 REMOVES I 3 0 = 'REMOVE';
 RETURNS A 3 0 = 'RETURN';
 REVEALS I 3 0 = 'REVEAL';
 RNULL I 7 0 = 'RNULL';
 ROTS A 3 0 = 'ROT';
 SATIATED A 2 0 = 'SATIATED';
 SAYS I 3 0 = 'SAY';
 SCATTERED A 2 0 = 'SCATTERED';
 SEARCHFOR I 3 0 = 'SEARCH';
 SENDS I 3 0 = 'SEND';
 SET I 3 0 = 'SET';

SHAVES I 3 0 = 'SHAVE';
 SHOOT I 3 0 = 'SHOOT';
 SHOT A 2 0 = 'SHOOT';
 SHOUTS A 3 0 = 'SHOUT';
 SHRINKS A 3 0 = 'SHRINK';
 SLOWLY A 6 0 = 'SLOW';
 SWEARS I 3 0 = 'SWEAR';
 SOMEI A 2 2 = 'SOME';
 STAINED A 2 0 = 'STAINED';
 STOPS A 3 1 = 'STOP';
 STRANDED A 2 0 = 'STRAND';
 STRANGLES I 3 0 = 'STRANGLE';
 STRIKES I 3 0 = 'STRIKE';
 SWIMS A 3 0 = 'SWIM';
 TELLS I 3 0 = 'TELL';
 TERRESTIAL A 2 2 = 'TERRESTRIAL';
 THIRSTY A 2 0 = 'THIRSTY';
 THRASHES I 3 0 = 'THRASH';
 THROUGH I 4 0 = 'THROUGH';
 TO I 4 0 = 'TO';
 TODAY A 6 4 = 'TODAY';
 TWO A 2 2 = 'TWO';
 UNFRIENDLY A 2 0 = 'UNFRIENDLY';
 UP A 4 0 = 'UP';
 VILLAGE A 2 0 = 'VILLAGE';
 WALKING A 3 0 = 'WALK';
 WANDER A 3 0 = 'WANDER';
 WANTS A 3 0 = 'WANT';
 WHEN A 4 1 = 'WHEN';
 WHENEVER I 4 0 = 'WHENEVER';
 WHERE I 4 0 = 'WHERE';
 WHO A 4 0 = 'WHO';
 WILD A 2 0 = 'WILD';
 WILLING A 2 0 = 'WILLING';
 WITH I 4 0 = 'WITH';
 WITHOUT I 4 0 = 'WITHOUT';
 WOULD A 6 2 = 'WOULD';

CLASSES

SCASSES;
 ADDITION(M1)=RAIN;
 ADDITION(M2)=LAKE;
 ADDITION(M12)=FIRE;
 ADDITION(M124)=SEA;
 ADDITION(M125)=RAIN;
 ALMOSTFAILS(M1)=GSHOT;
 ALMOSTFAILS(M124)=DIVULGE;
 ANIMAL(M1)=VULTURE;
 ANIMAL(M12)=JAGUAR;
 ANIMAL(M124)=ALLIGATOR;
 ANIMALS(M1)=HUMMINGBIRD DOVE GRASSHOPPER;
 ANIMALS(M12)=VULTURE LITTLEBIRDS ALLIGATOR;
 ANIMALS(M124)=WOODPECKER PARTRIDGE MONKEY;
 2 ASSOC(M2)=DISASSOCIAT;
 2 ASSOC(M125)=ASSOCIATED;
 BLOODSHED(M2)=NORLOOD;
 BLOODSHED(M125)=BLOODY;
 CLAN(M2)=BAITOGOGO;

3 COLLECT(M1)=GATHERS;
 3 COLLECT(M2)=PICKING;
 3 COLLECT(M124)=HUNTING;
 3 COLLECT(M125)=HUNTING;
 2 DEFILED(M2)=DEFILES;
 2 DEFILED(M125)=STAINED;
 DEFILEMENT(M2)=EXCREMENT;
 DEFILEMENT(M125)=BLOOD;
 DEPRIVATION(M2)=MOTHERI;
 DEPRIVATION(M125)=FOOD;
 DEPRIVED(M2)=SON;
 DEPRIVED(M125)=SONI;
 CDIVIDE(M125)=HERO;
 CEATEN(M1)=VULTURE;
 ELEMENT1(M1)=WATER;
 ELEMENT1(M2)=WATER;
 ELEMENT1(M12)=FIRE;
 ELEMENT1(M124)=WATER;
 ELEMENT1(M125)=WATER;
 ELEMENT2(M1)=FIRE;
 ELEMENT2(M12)=WATERI;
 2 EMOTION(M2)=ASHAMED;
 2 EMOTION(M125)=ANGRY;
 EXPEDITION(M1)=PALMS;
 EXPEDITION(M2)=WILDFRUIT;
 EXPEDITION(M124)=GAME;
 EXPEDITION(M125)=TAPIR;
 2 FAULT(M1)=FLIESLOWLY;
 2 FAULT(M124)=ISTALKATIVE;
 FINDOFAMILY(M1)=HERO;
 HELP(M1)=OBTAIN;
 HELP(M124)=COVER;
 CHERO(M1)=HERO;
 CHERO(M2)=BAITOGOGO;
 CHERO(M12)=HERO;
 CHERO(M124)=ASARE;
 CHERO(M125)=BEKOROROTI;
 RUSBANO(M12)=JAGUAR;
 CKILL(M2)=KILLI;
 CKILL(M125)=KILL2;
 INTRO(M2)=NEWCHIEF;
 INTWO(M124)=STARS;
 INTRO(M125)=SKY;
 2 LEVEL(M1)=CELESTIAL;
 2 LEVEL(M2)=TERRESTIAL;
 2 LEVEL(M12)=TERRESTIAL;
 2 LEVEL(M124)=TERRESTIAL;
 2 LEVEL(M125)=CELESTIAL;
 2 LEVEL2(M1)=TERRESTIAL;
 2 LEVEL2(M12)=TERRESTIAL;
 CLIE(M12)=LIE;
 LIZARDS(M1)=FORFOOD;
 LIZARDS(M124)=ALLIGATOR;
 LIZI(M1)=LIZARD;
 LIZI(M124)=LIZARD;
 MODIFY(M1)=ADD SUB;
 MODIFY(M2)=ADD;
 MODIFY(M12)=SUB GWIPE GREVEALS ADD;
 MODIFY(M124)=ADD;
 MODIFY(M125)=ADD;

TEMPANIMAL =;
TEMPORJECT =;
INDEX=11 12 13;

NETWORK;

*LETRP(LIFE OF BAITOGOGO) TO WIFE OF BAITOGOGO;
*LETRP(MOTHER OF HERO) TO MOTHER OF HERO;
*LETRP(MAN FROM TAPIRCLAN) TO MAN FROM TAPIRCLAN;
*LETRP(WOMEN OF TRIBE) TO WOMEN OF TRIBE;
*LETRP(MEN OF TRIBE) TO MEN OF TRIBE;
*LETRP(DRIVEN OF) TO DEPRIVE;
*LETRP(SEARCH FOR) TO SEARCH FOR;
*LETRP(FLY SLOWLY) TO FLIESLOWLY;
*LETRP(PUTS OUT) TO PUTSOUT;
*LETRP(LOOKS FOR) TO LOOKFOR;
*LETRP(BELONGS TO) TO BELONGSTO;
*LETRP(BIRDS LITTLE) TO LITTLEBIRDS;
*LETRP(COME TO) TO COMETO;
*LETRP(GO INTO) TO GOINTO;
*LETRP(MOTHER HIS) TO MOTHER1;
*LETRP(SON HIS) TO SON1;
*LETRP(ASKS FOR) TO ASKFOR;
*LETRP(GO UP) TO GOUP;

BEGIN PROGRAM

THE FOLLOWING GROUPS ARE USED TO EXECUTE THE BASIC GROUP ORDER

GROUP MASTER

THIS GROUP MAPS TIME ONTO MYTH SEQUENCE
AND IS THE DRIVER OF THIS GENERATOR

SGROUP MASTER: 1H/ON;
SLOOP: X.MYTHSEQ;
SRULE: *DISABLE MASTER, *END;
10,-10: NUM(MYTHSEQ) EQ 0;
SRULE: (SENDGROUP) *REMOVE X FROM MYTHSEQ,
*MOVE X TO MYTH,
*MOVE ANIMALS(X) TO TEMPANIMALS,
*MOVE OBJECT(X) TO TEMPOBJECTS,
*MOVE CONTROLSEQ TO CONT,
*ENABLE MASTER2 IN 1H,
*CALL CONTROL;
SENDLOOP;
SENDGROUP;

GROUP MASTER2

SGROUP MASTER2: 1H/ON;
SRULE: *MOVE CONTROLSEQ TO CONT,
*DISABLE MASTER2,
*ENABLE MASTER3 IN 1H,
*CALL CONTROL;
SENDGROUP;

GROUP MASTER3

SGROUP MASTER3: 1H/ON;
SRULE: *MOVE CONTROLSEQ TO CONT,
*DISABLE MASTER3,
*CALL CONTROL;
SENDGROUP;

GROUP CONTROL

THIS GROUP CONTROLS THE SEQUENCING OF THE EVENTS
IN EACH MYTH WHICH ARE GIVEN IN CONTROLSEQ

SGROUP CONTROL: 10H/OFF;
SLOOP: Y.CONT;
SRULE: *MOVE Y TO CNTRL, *CALL CNTRL;
SENDLOOP;
SRULE: *RETURN;
SENDGROUP;

THE FOLLOWING GROUPS CORRESPOND TO THOSE IN THE STYLIZED PROGRAM

GROUP ADD

SGROUP ADD: 10H/OFF;
SLOOP: M.MYTH;
SRULE: *CALL ADDITION(M),
*INSERT(ELEMENT1(M) CREATED) (ELEMENT1(M) LEVEL(M));
SENDLOOP;
SENDGROUP;

GROUP ADDL

SGROUP ADDL: 10H/OFF;
SLOOP: M.MYTH;
SRULE: *CALL ADDITION(M),
*INSERT(ELEMENT1(M) CREATED) (ELEMENT1(M) LEVEL(M));
SENDLOOP;
SENDGROUP;

GROUP ADORNMENTS

SGROUP ADORNMENTS: 10H/OFF;
SRULE: *INSERT(HEY BRINGS ORNAMENTS)
(BRINGS FOR RITES)
(RITES FUNERAL);
SENDGROUP;

GROUP ALERT

SGROUP ALERT: 10H/OFF;
SLOOP: M.MYTH;
SRULE: ULST XX,
*INSERT(IT ALERTS SOULS) (ALERTS WOULD),
LST XX;

MUSIC(M2)=INSTRUMENTS;
MUSIC(M125)=PIGS;
NEED(M1)=SOULNEST;
NEED(M124)=HIDE;
OBJECT(M1)=GREATDANCERATTLE SMALLRATTLE BELLS;
OBJECT(M124)=BARK STRAW RIND;
OBSERVER(M2)=SON;
OBSERVER(M124)=ASARE;
ORNAMNT(M2)=ADORNMENTS;
ORNAMNT(M125)=WAFPAINT;
PROCURER(M1)=WOMENOFTRIBE;
PROCURER(M2)=WIFE OF BAITOG;
PROCURER(M124)=FATHER;
PROCURER(M125)=VENOFTRIBE;
PURSUIT(M124)=ALLIGATOR;
RAPIST(M1)=HERO;
RAPIST(M2)=MANFROMTAPIRCLAN;
RAPIST(M124)=BROTHERS;
REASON(M1)=ALERT;
REASON(M124)=REFUSE;
RELATION(M1)=FATHER;
RELATION(M12)=BROTHERINLAW;
RELATION(M124)=;
RELATION(M125)=;

CREVENGE(M1)=HELPERS;
CREVENGE(M2)=KILLSWIFE;
CREVENGE(M124)=THRASH;
CREVENGE2(M1)=FATHER;
2 SPEED(M2)=SLOWLY;
2 SPEED(M125)=QUICKLY;
SUBTRACTION(M1)=FIREOUT;
SUBTRACTION(M12)=CREEK;
CTAPIR(M2)=MANFROMTAPIRCLAN;
CTAPIR(M125)=TAPIR;
3 USED(M1)=BEARD;
3 USED(M124)=EATEN;
CVERTICAL(M1)=BIRDNESTING;
CVERTICAL(M2)=TREE;
CVERTICAL(M12)=BIRDNESTING;
CVERTICAL(M124)=FALCONS;
CVERTICAL(M125)=MOUNTAIN;
VICTIM(M1)=MOTHER1;
VICTIM(M2)=WIFE OF BAITOGOGO;
VICTIM(M124)=MOTHER OF HERO;
WANDERER(M1)=HERO;
WANDERER(M2)=BAITOGOGO;
WANDERER(M12)=HERO JAGUAR;
WANDERER(M124)=ASARE BROTHERS;
2 WANT(M1)=HUNGRY;
2 WANT(M12)=THIPSTY;

CLASSES USED FOR SEQUENCING MYTHS AND CONTROL

MYTHSEQ=M1 M2 M12 M124 M125;
CONTROLSEQ=GCLAN GATHER RAPE OBSERVE DISCOVERY REVENGE;
CONTROLSEQ=CRIME BLOOD DIVIDE DEPRIVES VERTICAL DEFILE GWANT;
CONTROL2SEQ = L1Z1 GEATEN GDOWN REAR HORIZONTAL L1Z2
GFINDFAMILY MODIFICATION GPURSUIT REVENGE2 GINTRO;
MYTH=;
CONT =;
CNTRL =;

*DISCLEAR PREASON.

*DISCADD(IT ALERTS SOULS) TO PREASON;

SENDLOOP;
SENDGROUP;

GROUP ALLIGATOR

SGROUP ALLIGATOR: 10H/OFF;
SRULE: *INSERT(ANIMAL(M) DEVELOP)
(DEVELOP FROM LIZARD);
SENDGROUP;

GROUP BIRDNESTING

SGROUP BIRDNESTING: 10H/OFF;
SLOOP: M.MYTH;

SRULE: *INSERT(RELATION(M) MAKES CHERO(M)) (MAKES CAPTURE MACAWS)
(MAKES CLIMB POLE);
SRULE: *INSERT(CHERO(M) SAYS THAT) (NEST EMPTY);
10,-10: NUM(CHE(M)) GT 0;
SRULE: RELATION(M) REMOVES POLE,
CHERO(M) STRANDED;

SENDLOOP;
SRULE: *RETURN;
SENDGROUP;

GROUP BLOOD

SGROUP BLOOD: 10H/OFF;
SLOOP: M.MYTH;
SRULE: *CALL BLOODSHED(M);
SENDLOOP;
SENDGROUP;

GROUP BLOODY

SGROUP BLOODY: 10H/OFF;
SLOOP: M.MYTH;
SRULE: CHERO(M) DISMEMBERS CTAPIR(M);
SENDLOOP;
SENDGROUP;

GROUP GCLAN

SGROUP GCLAN: 10H/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHIEFS BELONGSTO TUGAREMOIETY)
(BELONGSTO IN TIMES)
(CHIEFS VILLAGE)
(TIMES OLDEN),
BAITOGOGO IS CHIEF;
10,-10: NUM(CLAN(M)) GT 0;
SENDLOOP;
SENDGROUP;

```

GROUP COVER
SGROUP COVER: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(TEMPANIMAL COVERS CHERO(M))
(COVERS WITH TEMPOBJECT);
SENDLOOP;
SENDGROUP;

GROUP CREEK
SGROUP CREEK: 18M/OFF;
SLOOP: M.MYTH;
SLOOP: K.INDEX;
SRULE: *CALL QUANTA, *REMOVE TEMPANIMAL FROM ANIMALS(M);
SRULE: *INSERT(CHERO(M) RAND JAGUAR)
(JAGUAR COMETO CREEK);
*INSERT(CHERO(M) WANTS)
(WANTS RNULL NDRINK);
*DISCLEAR PREASON;
*DISCARD (ELEMENT2(M) BELONGSTO TEMPANIMAL) TO PREASON;
*INSERT(CHERO(M) DRINK PREASON)
(DRINK CANNOT);
SENDLOOP;
SRULE: *INSERT(CHERO(M) DRINK ELEMENT2(M))
(DRINK RAND1)
(RAND1 DRAIN)
(DRAIN RNULL CREEK1)
(CREEK OF ALLIGATOR);
SENDLOOP;
SENDGROUP;

GROUP CRIME
SGROUP CRIME: 18M/OFF;
SLOOP: M.MYTH;
SRULE C1:T(SNEXT M) CHERO(M) KILL CTAPIR(M);
18.-18: NUM(SPEED(M)) EQ 0 AND NUM(CTAPIR(M)) GT 0;
SRULE: *INSERT(CHERO(M) KILL CTAPIR(M))(KILL SPEED(M));
18.-18: NUM(CTAPIR(M)) GT 0 AND NUM(SPEED(M)) GT 0;
SENDLOOP;
SENDGROUP;

GROUP DEFILE
SGROUP DEFILE: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHERO(M) DEFILED(M))
(DEFILED(M) WITH DEFILEMENT(M));
CHERO(M) EMOTION(M);
18.-18: NUM(DEFILED(M)) GT 0;
SENDLOOP;
SENDGROUP;

GROUP DEPRIVES
SGROUP DEPRIVES: 18M/OFF;
SLOOP: M.MYTH;

GROUP GEATEN
SGROUP GEATEN: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(ANIMAL(M) EAT REST)(REST OF LIZARD);
*INSERT(ANIMAL(M) EAT HINDQUART)
(HINDQUART OF CHERO(M));
*INSERT(ANIMAL(M) WILLING)
(ANIMAL(M) SATIATED)
(WILLING HELPS CHERO(M));
18.-18: NUM(GEATEN(M)) GT 0;
SENDLOOP;
SENDGROUP;

GROUP FALCONS
SGROUP FALCONS: 18M/OFF;
SRULE: *INSERT(BROTHERS SET FIRE)(SET TO HOUSE)(HOUSE OF PARENTS);
*INSERT(PARENTS BECOMES FALCONS)(BECOMES ESCAPEN);
SRULE: *RETURN;
SENDLOOP;
SENDGROUP;

GROUP FATHER
SGROUP FATHER: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHERO(M) GETS REVENGE)
(REVENGE ON FATHER)
(FATHER HIS)
(FATHER RAND WIVES)
(WIVES OF FATHER);
SENDLOOP;
SENDGROUP;

GROUP FINDFAMILY
SGROUP GFINDFAMILY: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHERO(M) LOOKFOR FAMILY)
(FAMILY HIS);
*INSERT(CHERO(M) FINDS FAMILY)
(FAMILY HIS);
*INSERT(CHERO(M) APPEARS)
(APPEARS AS LISARD);
*CALL GREVEALS;
18.-18: NUM(FINDFAMILY(M)) GT 0;
SENDLOOP;
SENDGROUP;

GROUP FIRE
SGROUP FIRE: 18M/OFF;
SRULE: *INSERT(PEOPLE CAPTURES FIRE)
(CAPTURES FROM JAGUAR);
SENDLOOP;
SENDGROUP;

GROUP FIREOUT
SGROUP FIREOUT: 18M/OFF;
SRULE: *INSERT(STORM PUTSOUT ELEMENT2(M))
(ELEMENT2(M) RALL)
(PUTSOUT EXCEPT THAT2)

```

```

SRULE: DEPRIVED(M) DEPRIVE DEPRIVATION(M);
18.-18: NUM(DEPRIVED(M)) GT 0;
SENDLOOP;
SRULE: *RETURN;
SENDGROUP;

GROUP DISCOVERY
SGROUP DISCOVERY: 18M/OFF;
SLOOP: M.MYTH;
SRULE: T(SNEXT M) *INSERT(OBSERVER(M) TELLS FATHER)(TELLS OF RAPE);
18.-18: NUM(OBSERVER(M)) GT 0;
SRULE: FATHER DISCOVERS RAPE;
18.-18: NUM(OBSERVER(M)) EQ 0 AND NUM(RAPIST(M)) GT 0;
SENDLOOP;
SRULE: *RETURN;
SENDGROUP;

GROUP DIVIDE
SGROUP DIVIDE: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(MEN DIVIDES FLESH)
(MEN OTHER);
*INSERT(CHERO(M) GIVEN PAWS)
(GIVEN ONLYA)
(PAWS TWO);
*INSERT(WIFE SHAVES HEAD)
(SHAVES RAND1)
(RAND1 PAINTS)
(PAINTS WITH GENIPAJUICE)
(PAINTS RNULL HIM)(HEAD HIS)(WIFE HIS);
18.-18: NUM(CDIVIDE(M)) GT 0;
SENDLOOP;
SENDGROUP;

GROUP DIVULGE
SGROUP DIVULGE: 18M/OFF;
SRULE: *INSERT(MONKEY1 DIVULGES SECRET)
(DIVULGES ALMOST)
(MONKEY1 ONE);
*INSERT(MONKEY1 STRIKES IT)
(STRIKES ON LIPS)
(MONKEY1 ANOTHER);
SENDGROUP;

GROUP GDOWN
SGROUP GDOWN: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(ANIMAL(M) HELPS CHERO(M))
(HELPS DOWN);
18.-18: (CVERTICAL(M) EQL BIRDNESTING);
SENDLOOP;
SENDGROUP;

GROUP FORFOOD
SGROUP FORFOOD: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHERO(M) EAT SOME)(SOME OF LIZARD);
*INSERT(REST ROTS)(REST OF LIZARD);
SENDLOOP;
SENDGROUP;

GROUP GATHER
SGROUP GATHER: 18M/OFF;
SLOOP: M.MYTH;
SRULE: PROCURER(M) COLLECT(M) EXPEDITION(M);
18.-18: NUM(PROCURER(M)) GT 0;
SENDLOOP;
SRULE: *RETURN;
SENDGROUP;

GROUP HELPERS
SGROUP HELPERS: 18M/OFF;
SLOOP: M.MYTH;
SLOOP: K.INDEX;
SRULE: *CALL QUANTA, *REMOVE TEMPANIMAL FROM ANIMALS(M);
*CALL QUANTA, *REMOVE TEMPOBJECT FROM OBJECT(M);
SRULE: *CALL NEED(M);
*INSERT(CHERO(M) ASKS TEMPANIMAL)(ASKS FOR HELPN);
*CALL HELP(M);
*CALL REASON(M);
SRULE: *INSERT(TEMPOBJECT BE)
(BE MUSTNOT)
(BE USED(M) PREASON);
SRULE: *INSERT(TEMPANIMAL DROPS TEMPOBJECT)
(DROPS WITH NOISE)(DROPS INTO1 WATER1)
(NOISE LOUD);
SOULS ALERTED;
*INSERT(SOULS SHOOT ARROWS)(SHOOT AT TEMPANIMAL);
18.-18: (M1 EQL MYTH);
SENDLOOP;
SRULE: TEMPANIMAL FAULT(M);
*CALL ALMOSTFAILS(M);
SENDLOOP;
SENDGROUP;

GROUP HIDE
SGROUP HIDE: 18M/OFF;
SLOOP: M.MYTH;
SRULE: *INSERT(CHERO(M) HIDES)
(HIDES FROM ANIMAL(M))
(HIDES MUST);
SENDLOOP;
SENDGROUP;

```

```

1  | GROUP HORIZONTAL
$GROUP HORIZONTAL: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(WANDERER(M) WANDER (WANDER THROUGH COUNTRY);
10,-10: NUM(WANDERER(M)) GT 0;
$ENDLOOP;
$RULE: *RETURN;
$ENDGROUP;

1  | GROUP INSTRUMENT
$GROUP INSTRUMENT: 18M/OFF;
$RULE: *INSERT(BAITOGOGO RETURNS)
(RETURNS WITH HEROES)
(RETURNS TO NVILLAGE)
(BAITOGOGO RAND CHIEF)
(CHIEF OTHER)
(HEROES SOME1),
(HEROES OTHER),
*INSERT(THY BRINGS INSTRUMENTS)
(INSTRUMENTS MUSICAL);
$ENDGROUP;

1  | GROUP GINTRO
$GROUP GINTRO: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *CALL INTRO(M);
10,-10: NUM(INTRO(M)) GT 0;
$ENDLOOP;
$ENDGROUP;

1  | GROUP KILL1
$GROUP KILL1: 18M/OFF;
$RULE: *INSERT(CHIEF ASKFOR ORNAMENTS) (CHIEF NEW),
*INSERT(CHIEF KILL HEROES)
(HEROES WHO)
(WHO GIVE FEW) (GIVE ONLYA)
(GIVE RNULL HIM)
(CHIEF NEW);
$ENDGROUP;

1  | GROUP KILL2
$GROUP KILL2: 18M/OFF;
$RULE: *INSERT(BEPKOROROTI CAUSE THUNDERBOLT)
(CAUSE FALL),
*INSERT(PEOPLE KILLED)
(PEOPLE MANY);
$ENDGROUP;

1  | GROUP KILLSWIPE
$GROUP KILLSWIPE: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(BAITOGOGO STRANGLES WIFE)
(WIFE HIS);
$ENDLOOP;

1  | GROUP NEWCHIEF
$GROUP NEWCHIEF: 18M/OFF;
$RULE: *INSERT(BAITOGOGO LEAVES NVILLAGE)
(BAITOGOGO RAND CHIEF)
(CHIEF OTHER),
*INSERT(CHIEF BELONGSTO CERAMOISTY)
(CHIEF NEW),
*CALL ORNAMENTS;
$ENDGROUP;

1  | GROUP NOBLOOD
$GROUP NOBLOOD: 18M/OFF;
$RULE: *INSERT(WIFE OF BAITOGOGO KILLED)
(KILLED WITHOUT BLOODS);
$ENDGROUP;

1  | GROUP OBSERVE
$GROUP OBSERVE: 18M/OFF;
SLOOP: M.MYTH;
$RULE: OBSERVER(M) OBSERVES RAPE;
10,-10: NUM(OBSERVER(M)) GT 0;
$ENDLOOP;
$RULE: *RETURN;
$ENDGROUP;

1  | GROUP OBTAIN
$GROUP OBTAIN: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(TEMPANIMAL OBTAINS TEMPOBJECT)
(OBTAINS FOR CHERO(M));
$ENDLOOP;
$ENDGROUP;

1  | GROUP ORNAMENTS
$GROUP ORNAMENTS: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(CHERO(M) RAND SON1) (SON1 ASSOC(M)),
*CALL MUSIC(M),
*CALL ORNAMNT(M),
*CALL CKILL(M),
POPULATION SCATTERED;
$ENDLOOP;
$ENDGROUP;

1  | GROUP PIGS
$GROUP PIGS: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(CHERO(M) SHOUTS)
(SHOUTS LIKE PIGS)
(PIGS WILD);
$ENDLOOP;
$ENDGROUP;

1  | GROUP PURSUIT

```

```

$RULE: *RETURN;
$ENDGROUP;

1  | GROUP LAKE
$GROUP LAKE: 18M/OFF;
$RULE: *INSERT(LAKE APPEARS) (APPEARS WHENEVER BAITOGOGO)
(BAITOGOGO STOPS) (STOPS WALKING),
*INSERT(TREE SHRINKS) (TREE ON SHOULDER) (SHOULDER OF BAITOGOGO);
$RULE: *RETURN;
$ENDGROUP;

1  | GROUP LIZARD
$GROUP LIZARD: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(CHERO(M) KILL LIZARD) (LIZARD SOME1),
*CALL LIZARDS(M);
10,-10: NUM(LIZARDS(M)) GT 0;
$ENDLOOP;
$ENDGROUP;

1  | GROUP LIZR1
$GROUP LIZR1: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *CALL LIZ1(M);
$ENDLOOP;
$ENDGROUP;

1  | GROUP LIZR2
$GROUP LIZR2: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *CALL LIZ2(M);
$ENDLOOP;
$ENDGROUP;

1  | GROUP MODIFICATION
$GROUP MODIFICATION: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *CALL MODIFY(M);
$ENDLOOP;
$ENDGROUP;

1  | GROUP MOUNTAIN
$GROUP MOUNTAIN: 18M/OFF;
$RULE: *INSERT(BEPKOROROTI ASCENDS MOUNTAIN)
(BEPKOROROTI RAND SON1),
*INSERT(BEPKOROROTI SMEARS CLUB)
(SMEARS WITH BLOOD)
(BLOOD OF TAPIR);
$RULE: *RETURN;
$ENDGROUP;

*INSERT(ANIMAL(M) CHASE CHERO(M))
(CHASE FROM WATER1),
*CALL HELPERS,
*INSERT(ASARE ASKS SKUNK)
(ASKS FOR HELPN)
(SKUNK IS UNCLE)
(UNCLE HIS),
*INSERT(SKUNK KILL ANIMAL(M))
(KILL WITH STENCH)
(STENCH HIS);
10,-10: NUM(PURSUIT(M)) GT 0;
$ENDGROUP;

1  | GROUP RAIN
$GROUP RAIN: 18M/OFF;
SLOOP: M.MYTH;
$RULE: THERE IS THUNDERSTORM;
$ENDLOOP;
$RULE: *RETURN;
$ENDGROUP;

1  | GROUP RAPE
$GROUP RAPE: 18M/OFF;
SLOOP: M.MYTH;
$RULE: RAPIST(M) RAPES VICTIM(M);
10,-10: NUM(RAPIST(M)) GT 0;
$ENDLOOP;
$RULE: *RETURN;
$ENDGROUP;

1  | GROUP REAR
$GROUP REAR: 18M/OFF;
SLOOP: M.MYTH;
$RULE: *INSERT(CHERO(M) HAS HINDQUART)
(HINDQUART NO),
*INSERT(CHERO(M) MAKE HINDQUART)
(MAKE WITH DOUGH) (HINDQUART MORE);
10,-10: NUM(CEATEN(M)) GT 0;
$ENDLOOP;
$ENDGROUP;

1  | GROUP REFUSE
$GROUP REFUSE: 18M/OFF;
SLOOP: M.MYTH;
$RULE: ULST XX,
*INSERT(IT IS REFUSE)
(REFUSE FOODR),
LST XX,
*DISCLEAR PREASON,
*DISCADD(IT IS REFUSE) TO PREASON;
$ENDLOOP;
$ENDGROUP;

```

1 [GROUP GREVEALS

\$GROUP GREVEALS: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *INSERT(CHERO(M) REVEALS HIMSELF)
(REVEALS TO FAMILY)
(FAMILY HIS);

\$ENDLOOP;
\$ENDGROUP;

1 [GROUP REVENGE

\$GROUP REVENGE: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *CALL CREVENGE(M);
10.-10: NUM(CREVENGE(M)) GT 0;
\$ENDLOOP;
\$RULE: *RETURN;
\$ENDGROUP;

1 [GROUP REVENGE2

\$GROUP REVENGE2: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *CALL CREVENGE2(M);
10.-10: NUM(CREVENGE2(M)) GT 0;
\$ENDLOOP;
\$ENDGROUP;

1 [GROUP SEA

\$GROUP SEA: 10M/OFF;
\$RULE: ASARE THIRSTY,
BROTHERS DIG WELL,
*INSERT(ASARE DRINK ALL) (DRINK CANNOT) (ALL OF WATER);
WELL PRODUCES SEA;
\$RULE: *RETURN;
\$ENDGROUP;

1 [GROUP GSHOT

\$GROUP GSHOT: 10M/OFF;
\$RULE: *INSERT(TEMPANIMAL HIT)
(HIT BY ARROWS),
*INSERT(TEMPANIMAL KILLED)
(KILLED NEG);
\$ENDGROUP;

1 [GROUP SKY

\$GROUP SKY: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *CALL ORNAMENTS,
*INSERT(CHERO(M) GOINTO SKY)
(CHERO(M) RAND SON);
\$ENDLOOP;
\$ENDGROUP;

1 [GROUP SOULNEST

\$GROUP SOULNEST: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *INSERT(FATHER SENDS CHERO(M))

1 [GROUP GWANT

\$GROUP GWANT: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: CHERO(M) WANT(M);
10.-10: NUM(WANT(M)) GT 0;
\$ENDLOOP;
\$ENDGROUP;

1 [GROUP WARPAINT

\$GROUP WARPAINT: 10M/OFF;
\$RULE: *INSERT(WARPAINT RAND WARCYS)
(WARCYS INTRODUCED);
\$ENDGROUP;

1 [GROUP GWIFE

\$GROUP GWIFE: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *INSERT(WIFE UNFRIENDLY)
(WIFE OF HUSBAND(M)),
*INSERT(CHERO(M) KILL WIFE)
(WIFE OF HUSBAND(M));
10.-10: NUM(HUSBAND(M)) GT 0;
\$ENDLOOP;
\$ENDGROUP;

1 THE FOLLOWING GROUPS PERMIT DOUBLE SUBSCRIPTS
1 GROUPS TO QUANTIFY TEMPORARY ANIMAL NO OBJECT CLASSES

1 [GROUP QUANTA

\$GROUP QUANTA: 10M/OFF;
\$LOOP: M.MYTH;
\$LOOP: O.ANIMALS(M);
\$RULE: (SENDGROUP) *MOVE Q TO TEMPANIMAL;
\$ENDLOOP;
\$ENDGROUP;

1 [GROUP QUANTO

\$GROUP QUANTO: 10M/OFF;
\$LOOP: M.MYTH;
\$LOOP: O.OBJECT(M);
\$RULE: (SENDGROUP) *MOVE Q TO TEMPOBJECT;
\$ENDLOOP;
\$ENDGROUP;

1 [END OF PROGRAM

1 SEND;

(SENDS FOR TEMPOBJECT)
(SENDS TO NEST)
(NEST OF SOULS);
*INSERT(CHERO(M) ASKS GRANDMOTHER)
(ASKS HELESA) (GRANDMOTHER HIS);
*INSERT(GRANDMOTHER ADVISES CHERO(M))
(ADVISES ASKS TEMPANIMAL) (GRANDMOTHER HIS);

\$ENDLOOP;
\$ENDGROUP;

1 [GROUP STARS

\$GROUP STARS: 10M/OFF;
\$RULE: *INSERT(BROTHERS BATHES)
(BATHES IN SEA),
*INSERT(THY BATHES)
(BATHES DURING SEASON)
(BATHES TODAY)
(SEASON RAINY),
*INSERT(THY APPEARS)
(APPEARS WHEN)
(WHEN CLEAN)
(APPEARS AS PLEIADES)
(APPEARS IN SKY);

\$ENDGROUP;

1 [GROUP SUB

\$GROUP SUB: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *CALL SUBTRACTION(M),
*INSERT(ELEMENT2(M) DESTROYED) (ELEMENT2(M) LEVEL2(M));
\$ENDLOOP;
\$ENDGROUP;

1 [GROUP THRASH

\$GROUP THRASH: 10M/OFF;
\$RULE: FATHER THRASHES BROTHERS;
\$RULE: *RETURN;
\$ENDGROUP;

1 [GROUP TREE

\$GROUP TREE: 10M/OFF;
\$RULE: SON BECOMES BIRD,
BIRD SEARCHFOR MOTHER,
*INSERT(BIRD DROPS EXCREMENT) (DROPS ON BAITOGOGO),
EXCREMENT BECOMES TREE;
\$RULE: *RETURN;
\$ENDGROUP;

1 [GROUP VERTICAL

\$GROUP VERTICAL: 10M/OFF;
\$LOOP: M.MYTH;
\$RULE: *CALL CVERTICAL(M);
\$ENDLOOP;
\$RULE: *RETURN;
\$ENDGROUP;

5.0. PROPP

5.1. Automatisation de la théorie de Propp concernant les contes à un mouvement.

Le programme présenté ici est une version révisée de celle donnée dans Klein et al. (1974). Les trente textes de contes produits sont également nouveaux, l'appendice comprend un listing complet du programme et de la grammaire. Pour deux contes, on a placé à côté du texte produit la pile des modifications (liste des structures profondes successives), les commentaires qui les accompagnent font référence soit au programme de simulation, soit au texte de Propp lui-même. Les vingt-huit contes restant sont rassemblés dans l'appendice. Le programme produit en fait deux piles de modifications pour chaque conte ; c'est à cette division que correspond la division en deux paragraphes du texte fourni par la machine.

Le point le plus délicat dans l'automatisation de Propp comme de Levi-Strauss, concerne la quantification logique des fonctions, c'est-à-dire la sélection cohérente au cours de l'intrigue de personnages de fonctions et d'objets qui soient compatibles entre eux. Propp suggère une liberté de composition qui ne paraît pas logiquement cohérente, bien qu'ailleurs (1968 : 112) il mentionne la nécessité pour le conteur de s'astreindre à des contraintes logiques présidant aux combinaisons en apparence arbitraires de l'intrigue. Ce point est discuté dans le travail de pionnier d'Elly-Köngas Maranda, "Individual and tradition", (1974). Dans le modèle de Propp présenté ici, un souci majeur a consisté à mettre en place une quantification logique contraignante. Comme dans l'exemple concernant Levi-Strauss, les classes indicées ont été utilisées ainsi que d'autres types de sélection logique (les indices permettent ici de former des ensembles de personnages, d'objets et de fonctions qui soient compatibles, plutôt que de conduire à des choix prédéterminés. Ceci correspond à l'orientation générale des hypothèses faites par Propp lui-même (1968 : 47, figure 1). Des tirages aléatoires sont opérés dans les classes en fonction de leurs indices).

Heda Jason, Dimitri Segal, Pierre et Elli-Köngas Maranda nous ont déclaré par oral, que les contes produits bien que fidèles aux spécifications énoncées par Propp, n'en étaient pas moins différents des contes russes réels. Jason et Segal ont plus particulièrement indiqués que si la syntaxe du modèle de Propp avait été respectée, certaines règles sémantiques d'ordre culturel avaient été violées. Toutes sortes de défauts subtils de cet ordre gênent un russe d'origine (Segal). Et de ce point de vue, Jason note que le modèle démontre utilement qu'il est nécessaire en folklore de distinguer entre syntaxe et sémantique (dans ce cas présent "sémantique" fait référence à des contraintes très subtiles portant sur la sélection d'unités en fonction de conventions culturelles obvies pour le conteur indigène). Jason estime que c'est précisément notre ignorance du matériau original (contes russes) qui nous a permis de montrer en quoi les hypothèses de Propp, et de la plupart des théories ethno-poétiques contemporaines sont inadéquates. Car le modèle que nous avons construit de Propp est fidèle et si les contes ne sont pas acceptés par le lecteur indigène en raison de la violation de contraintes culturelles plus subtiles, il faut porter au crédit du modèle d'avoir mis en évidence l'existence de ces règles. (Elles sont par ailleurs aisées à prendre en compte, chaque connexion ne requiert pas plus qu'une entrée dans la déclaration d'une classe ou une ligne de code supplémentaire).

Dans cette version corrigée du programme, la quantification logique de chaque conte est calculée par un groupe de contrôle principal avant de commencer l'exécution des groupes de règles. Afin de provoquer la production d'un conte, un nombre quelconque est fourni au générateur de nombres aléatoires. A partir de cette racine, ce mécanisme construit une séquence de nombres pseudo-aléatoires qui sont utilisés au cours de la construction du conte. Ainsi, il y a autant de contes possibles que de nombres (dans la pratique ce nombre ne peut dépasser les valeurs stockables dans un emplacement mémoire de la machine utilisée). Il est bien sur possible que plusieurs de ces contes soient des répliques exactes, mais nous ne discuterons pas ce point qui soulève des questions d'ordre à la fois statistique et empirique. Les numéros donnés aux textes de contes ne correspondent pas aux nombres qui ont servi de base pour les produire.

On ne commentera pas ici en détail le programme de simulation. Dans le texte de ce programme, des commentaires ont été insérés (soulignés par des lignes verticales). Ils renvoient aux pages de la deuxième édition de Propp (en anglais, 1968) et utilisent exactement les mêmes termes que ceux choisis dans cette édition pour désigner les fonctions. Ceci devrait permettre au lecteur de se convaincre que la modélisation faite de Propp est complète et pratiquement en correspondance bijective avec l'original. Ainsi le texte de Propp, 1968, peut-il être utilisé à l'égard de notre programme comme l'exemple schématique donné ci-dessus de la production d'un mythe issu du livre de Lévi-Strauss.

5.2. La modélisation de contes à plusieurs mouvements.

L'utilisation de classes indicées à des fins de quantification est un procédé de quantification transformationnel dérivé de celui proposé par Lakoff à propos de Propp dans "Structural complexity in Fairy Tales" (1964, 1972) ; l'analogie faite par lui concernant l'utilisation de transformations pour la quantification de contes à plusieurs mouvements nous paraît par trop imprécise. Les mécanismes de quantification requis sont beaucoup plus complexes que ne le laisse supposer la solution vague qu'il propose sous ce vocable, les possibilités de combinaison des mouvements sont limitées par Propp lui-même à des imbrications d'intrigues beaucoup plus simples que celles qu'une combinaison logique permet de construire, la quantification d'un conte dont les parties sont fortement connectées et imbriquées est une tâche difficile mais qui doit être entreprise et pour laquelle une solution élégante doit être trouvée au-delà de l'application de simples recettes. Le problème est similaire à celui posé par le contrôle de l'exécution en parallèle de plusieurs programmes.

Une solution peu satisfaisante consisterait à générer les nombres correspondant aux contes principaux et à ceux qui leurs sont inclus avant le début de la production du texte. D'une façon plus élégante, on peut amener le programme de simulation à s'appeler lui-même récursivement à l'instar des sous-programmes et avec les paramètres appropriés, chaque fois qu'il est nécessaire de générer un autre mouvement à l'intérieur

d'un mouvement déjà en cours. Des difficultés apparaissent néanmoins si des événements du mouvement inclus sont nécessaires à la quantification de fonctions du mouvement inclusif.

Le système de simulation méta-symbolique offre deux possibilités qui ne sont pas exploitées pour l'instant ; la première permet au système de se projeter dans le "futur" afin d'évaluer son évolution. Cette évaluation anticipée pourrait fournir les données nécessaires à la quantification de l'appel fait au moment de la production d'un mouvement inclus, ou encore pourrait se produire à la sortie de ce mouvement pour obtenir les paramètres qui permettent de quantifier le reste du mouvement inclusif. Le second dispositif permet au programme de simulation de produire et d'exécuter d'autres programmes de simulations (méta-compilation). Si on suppose que les règles gouvernant un mouvement inclus sont plus restrictives que celles qui s'appliquent à un conte, on peut imaginer que les données fournies par une évaluation anticipée soient utilisées pour construire, compiler et exécuter un ensemble de règles plus contraignantes qui produisent le type de mouvement inclus que nécessite le mouvement inclusif. Cette technique permettrait l'imbrication de contes possédant des relations logiques avec ceux qui les incluent, beaucoup plus étroites que celles observées dans les contes russes réels.

6.0. L'ANALYSE AUTOMATIQUE DES CONTES

Un analyseur sémantique complet adapté à ce système est en cours de construction. Il permettra en particulier de déterminer quelles règles d'un programme de simulation donné pourraient avoir produit une structure profonde correspondant à un texte fourni en entrées. Des références pourraient alors être établies entre les unités lexicales et les objets ou les relations sémantiques qu'elles représentent. Les règles elles-mêmes qui constituent le programme de simulation étant elles aussi représentées dans le même réseau sémantique, il serait alors possible de passer d'un texte à l'ensemble des triplets qui lui sont associés, puis de déterminer les règles qui pourraient avoir produit ceux-ci (et ceci même si ces règles sont formulées en termes de classes d'objets ou de rela-

tions). Ainsi l'origine d'un triplet comme "John loves Mary" pourrait être rattachée à une règle du type MEN LOVE WOMEN en constatant l'appartenance de l'entité "John" à la classe MEN et celle de "Mary" à la classe de WOMEN. Si une ambiguïté se produit, plusieurs règles étant applicables, on peut inspecter les conditions qui leur sont associées, afin de déterminer lesquels étaient satisfaites dans le contexte analysé. On peut caractériser cette procédure comme une analyse présuppositionnelle automatique, les règles étant assimilées aux événements et les conditions comme présuppositions du premier ordre.

Ainsi, si les règles constituent un modèle structurel permettant de générer les contes d'un type donné, l'analyseur sémantique rendrait simple l'analyse automatique de contes qui satisferaient aux exigences du modèle. On peut envisager d'introduire de plus des possibilités d'apprentissage : soit un conte dans lequel un élément n'est pas conforme au modèle, on peut alors assigner au modèle de déterminer un changement des règles d'inclusion qui restitue la conformité. L'analyse automatique produirait alors des conclusions du type : "ceci pourrait résulter de l'application de la règle B si l'objet X était ajouté à la classe Q".

7.0. VERS LA CREATION AUTOMATIQUE DE MYTHES ET DE REVES

Jusqu'à un certain point, les rêves et les mythes peuvent être considérés comme des problèmes de requantification de scénarios existant déjà dans d'autres domaines. On peut ainsi imaginer bon nombre d'expériences utilisant le système de simulation méta-symbolique. L'article de Köngas-Maranda sur les énigmes relatives à la modernisation fournit un bon exemple pour présenter ce type de démarche. L'auteur décrit les énigmes dans des formes et avec des termes provenant de la période antérieure à ce contact. Supposons que l'on construise un modèle de simulation des énigmes concernant les objets traditionnels dans leur environnement originel. Supposons que de plus ces règles soient formulées en termes de classes. La création d'une énigme consiste alors pour

l'essentiel à inclure le nouvel objet culturel à une classe appropriée sur la base des règles prévalant avant le contact et à formuler l'énigme en utilisant ni le nom de l'item, ni le nom de sa classe, mais celui d'un autre élément appartenant originellement à cette classe afin de construire la métaphore. Un programme qui construirait de telles énigmes ou un programme qui y répondrait devrait procéder à des comparaisons entre les représentations sémantiques des deux types de règles et d'appartenance à des classes et rappellerait certaines des techniques utilisées par Köngas-Maranda dans "The logic of riddles" (1971) et dans "theory and practice of analysis" (1971).

La création de rêves peut également être considérée comme une tâche visant à quantifier un scénario. Selon l'hypothèse psychanalytique suivant laquelle les rêves tentent de résoudre des problèmes et des conflits issus du monde réel, supposons construit un modèle de simulation dont les règles décrivent le comportement d'un individu au cours de sa vie quotidienne. Résoudre un conflit consisterait à trouver un scénario de réussite construit selon les règles d'un individu et à procéder ensuite à la redéfinition des classes qui intègrent de façon cohérente les éléments de la situation qui pose un problème, les règles ainsi modifiées produiraient à l'exécution de l'objet recherché : un rêve reconstruit. Une approche plus complexe impliquerait la compilation d'un scénario complètement neuf en suivant les indications fournies par des règles de méta-compilation adaptées à la production de rêves et qui opéreraient comme des transformations sur les scénarios existants. Ce type de production fait peut être partie des processus impliqués dans l'ontogénie des mythes ou dans la dérivation de mythes à partir de mythes existants.

8.0. UNE MODELISATION COMPLETE DE LEVI-STRAUSS/COMMENT LA REALISER.

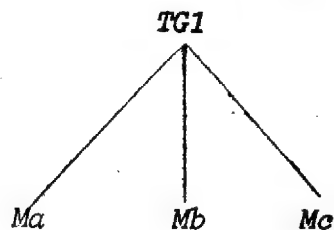
Un des résultats de ce travail informatique est, pensons-nous, de fournir deux éclairages importants sur le contenu de l'oeuvre de Levi-Strauss :

1) Le premier a trait à l'affirmation de Levi-Strauss que les structures mythiques peuvent être considérées comme des partitions d'orchestre et que la structure séquentielle des événements peut être comparée à la répétition d'un même type qui doit être soumis à un re-classement de type harmonique (Levi-Strauss, 1955). Cette affirmation peut être reformulée dans les termes du système de simulation méta-symbolique. Ces répétitions d'éléments similaires peuvent être assimilées aux occurrences de fragments de scénarios produits par le même groupe de règles après requantifications successives. Une analyse harmonique proche de l'orchestration est au préalable réellement nécessaire à la construction d'un groupe de règles accompagné de la quantification logique pertinente. Cette reformulation ne contredit pas la perspective de Levi-Strauss. Elle manifeste plutôt la capacité du modèle à reproduire une partie significative de son oeuvre.

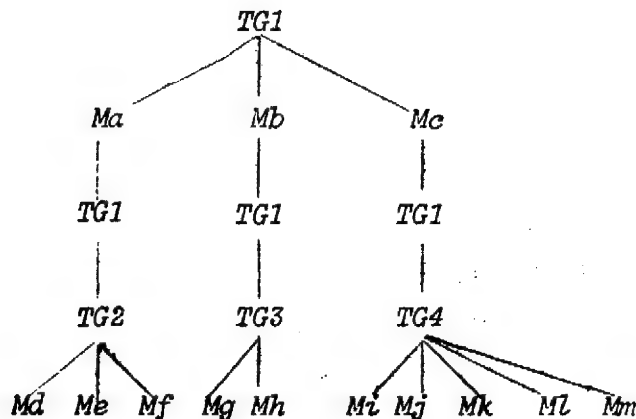
2) Le second est lié à la possibilité de suivre de façon systématique la pensée de Levi-Strauss elle-même. Notre travail actuel sur l'apprentissage mécanisé et la méta-compilation de grammaires de textes (Klein, 1975) fournit la méthode. Essentiellement, il est besoin de programme possédant les capacités d'apprentissage nécessaires pour incorporer les caractéristiques d'un texte nouveau dans une grammaire de texte déjà existante ou pour créer une nouvelle grammaire ayant le même domaine que l'ancienne, plus le texte nouveau. Si l'on se place dans cette dernière hypothèse, on suppose donc que l'on a un programme capable de créer une nouvelle grammaire de texte à partir d'une première grammaire quelconque et d'un texte quelconque. On désirerait alors introduire quelques contraintes sur cette opération (quels textes accepter, quelles limites placer sur le processus de synthèse ...) et c'est cette spécification des contraintes qui constituerait le modèle de la pensée de Levi-Strauss.

Ainsi nous sommes en train d'essayer de construire un modèle pour tous les mythes du "cru et le cuit" par une méthode plus puissante que celle que nous avons utilisée auparavant.

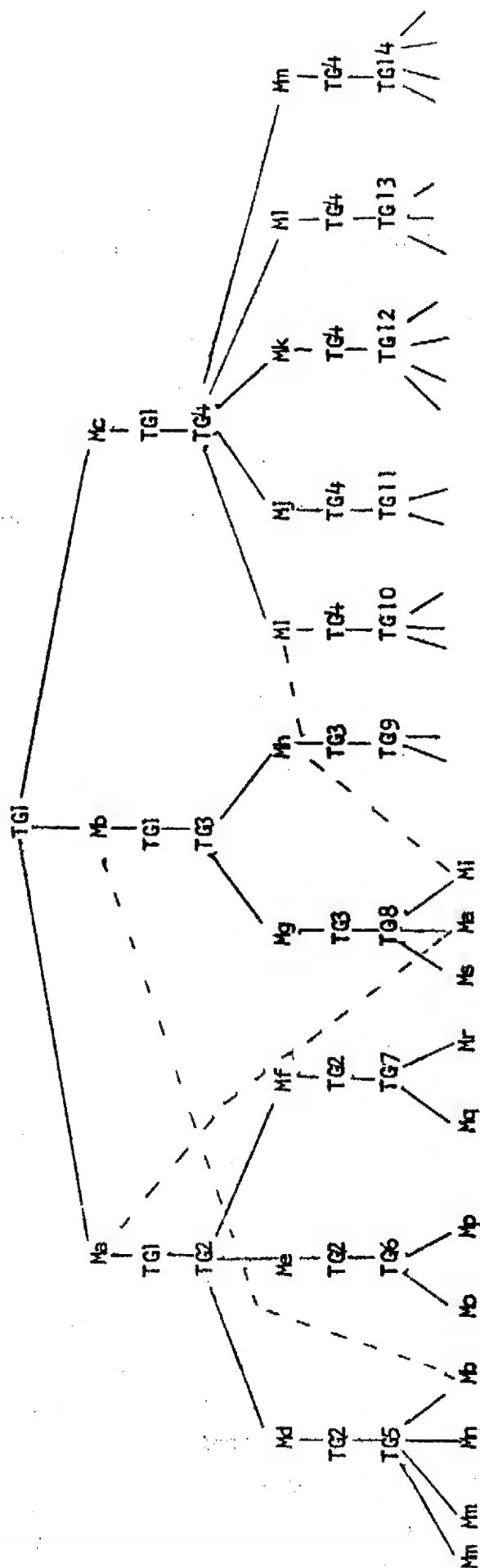
Le principe consiste à construire non pas une grammaire de texte, mais une arborescence hiérarchisée (voir un réseau) de telles grammaires au moyen d'un programme automatique permettant l'apprentissage de grammaires. On construit tout d'abord une seule grammaire pour un groupe de mythes très voisins (dans ce qui suit 'TG' représente les grammaires de texte et 'M' les mythes) :



Une copie séparée de cette grammaire est associée à chacun des mythes utilisés pour sa création. Chacune de ces copies peut maintenant servir de point de départ pour obtenir une nouvelle grammaire après confrontation à un nouveau groupe de mythes :



Le même processus est ensuite répété pour chacune des nouvelles branches de l'arbre et ainsi de suite, suivant ce que les données et les considérations heuristiques indiquent. Le résultat ne se présente pas nécessairement sous la forme d'un arbre, les mêmes mythes pouvant être mis à contributions à plusieurs reprises :



-FIGURE A-

Le suivi du travail de ce programme d'apprentissage analytique fournirait automatiquement la liste des transformations de type de Levi-Strauss.

Nous pensons savoir comment rendre automatique le processus de base et y travaillons actuellement. Ce que nous espérons toujours saisir est la nature des heuristiques utilisées par Levi-Strauss pour choisir les textes à associer pour créer de nouvelles grammaires de textes, et choisir leur ordre de succession. Pour le moment, nous pensons pouvoir reproduire le processus en acceptant comme données les groupements de mythes et l'ordre de succession de ceux-ci tels qu'ils sont fournis par Levi-Strauss. Nous ne pouvons qu'espérer découvrir la méthode sous-jacente au choix de cet ordre de succession par la création de programmes d'évaluation qui pourraient éventuellement reproduire ces choix en matière de sélection de mythes.

9.0. Appendice : MODELE DE LA GENERATION AUTOMATIQUE DE PROPP ET SORTIES DU PROGRAMME.

Le fait qu'un item lexical et une relation soient inclus dans le modèle n'est pas inhérent au modèle.

Les codes numériques associés aux règles notées en 10.4 marquent les liens entre les entités sémantiques et les structures de phrases et indiquent les types de transformation. Toutes les transformations ne sont pas notées. On peut les déduire des textes engendrés par le programme.

De même, on n'a pas donné le lexique muni de ses codes grammaticaux représentés par des vecteurs binaires.

Dans les histoires reproduites, on n'a porté que peu d'attention au traitement des pronoms. Ceci a été fait plus complètement dans d'autres travaux (Klein, 1965b).

1	SNOWFLAKE		66	FATHER	2 = 'FATHER' ;
2	THAT	3 = 'THAT' ;	67	FEMALE	0 = 'FEMALE' ;
3	MX	0 = 'MX' ;	68	FIELD	4 = 'FIELD' ;
4	LST	0 = 'LST' ;	69	FIELDS	3 = 'FIELDS' ;
5	ULST	0 = 'ULST' ;	70	FIREBIRD	0 = 'FIREBIRD' ;
6	ABILITY	2 = 'ABILITY' ;	71	FLIGHT	2 = 'FLIGHT' ;
7	AID	2 = 'AID' ;	72	FOGA	0 = 'FOGA' ;
8	ALIOSHA	0 = 'ALIOSHA' ;	73	FOREST	2 = 'FOREST' ;
9	ANIMALS	3 = 'ANIMAL' ;	74	FORESTHUT	0 = 'FOREST HUT' ;
10	ARM	0 = 'ARM' ;	75	FORESTKNIGHT	0 = 'FOREST KNIGHT' ;
11	BABADAGH	0 = 'BABADAGH' ;	76	FOX	0 = 'FOX' ;
12	BABAYAGA	0 = 'BABAYAGA' ;	77	FRIEND	0 = 'FRIEND' ;
13	BALDAK	0 = 'BALDAK' ;	78	F1 THROUGH F19 ARE USED AS CLASS SUBSCRIPTS, AS SUBSCRIPTS CANNOT BE INTERRUPTED.	
14	BALL	0 = 'BALL' ;	79	F1	0 = 'F1' ;
15	BALLOFTHREAD	0 = 'BALLOFTHREAD' ;	80	F2	0 = 'F2' ;
16	BARN	2 = 'BARN' ;	81	F3	0 = 'F3' ;
17	BEAR	0 = 'BEAR' ;	82	F4	0 = 'F4' ;
18	BEARSFATHER	2 = 'BEARSFATHER' ;	83	F5	0 = 'F5' ;
19	BEGGAR	0 = 'BEGGAR' ;	84	F6	0 = 'F6' ;
20	BERENNIKOV	3 = 'BERENNIKOV' ;	85	F7	0 = 'F7' ;
21	BIRD	4 = 'BIRD' ;	86	F8	0 = 'F8' ;
22	BIRTH	0 = 'BIRTH' ;	87	F9	0 = 'F9' ;
23	BLACKSMITHS	1 = 'BLACKSMITH' ;	88	F10	0 = 'F10' ;
24	BLOODYTRACKS	0 = 'BLOODYTRACKS' ;	89	F11	0 = 'F11' ;
25	BONES	3 = 'BONES' ;	90	F12	0 = 'F12' ;
26	BONES1	1 = 'BONES' ;	91	F13	0 = 'F13' ;
27	BORIS	0 = 'BORIS' ;	92	F14	0 = 'F14' ;
28	BORISIEVICH	3 = 'BORISIEVICH' ;	93	F15	0 = 'F15' ;
29	BRIDE	4 = 'BRIDE' ;	94	F16	0 = 'F16' ;
30	BULL	0 = 'BULL' ;	95	F17	0 = 'F17' ;
31	CARD	5 = 'CARD' ;	96	F18	0 = 'F18' ;
32	CATTLE	3 = 'CATTLE' ;	97	F19	0 = 'F19' ;
33	CERTAINKINGDOM	0 = 'CERTAIN KINGDOM' ;	98	GARDEN	2 = 'GARDEN' ;
34	CLEVERNESS	5 = 'CLEVERNESS' ;	99	GIANT	9 = 'GIANT' ;
35	COMPETITION	0 = 'COMPETITION' ;	100	GOLD	0 = 'GOLD' ;
36	COW	0 = 'COW' ;	101	GOLDDUCK	0 = 'GOLD DUCK' ;
37	CROPS	1 = 'CROP' ;	102	GOOSE	0 = 'GOOSE' ;
38	DAUGHTER	2 = 'DAUGHTER' ;	103	GRAVE	0 = 'GRAVE' ;
39	DAYLIGHT	2 = 'DAYLIGHT' ;	104	GUSLA	0 = 'GUSLA' ;
40	DEATH	0 = 'DEATH' ;	105	HEART	2 = 'HEART' ;
41	DEVIL	0 = 'DEVIL' ;	106	HEDGEHOG	0 = 'HEDGEHOG' ;
42	DIPPER	0 = 'DIPPER' ;	107	HELP	0 = 'HELP' ;
43	DISAPPEARANCE	2 = 'DISAPPEARANCE' ;	108	HIDING	0 = 'HIDING' ;
44	DISPOF	0 = 'DISPOF' ;	109	HIMSELF	0 = 'HIMSELF' ;
45	DISPOSAL	2 = 'DISPOSAL' ;	110	HERSELF	0 = 'HERSELF' ;
46	DISPOSGF	0 = 'DISPOSGF' ;	111	HOME	2 = 'HOME' ;
47	DISTANTPROVINCE	0 = 'DISTANTPROVINCE' ;	112	HORSE	0 = 'HORSE' ;
48	DISPUTAN	3 = 'DISPUTAN' ;	113	HOUSE	2 = 'HOUSE' ;
49	DISPUTE	2 = 'DISPUTE' ;	114	HUSBAND	4 = 'HUSBAND' ;
50	DRAGON	0 = 'DRAGON' ;	115	HUT	2 = 'HUT' ;
51	DRAGONWIFE	3 = 'DRAGONWIFE' ;	116	INSTRUCTIONS	3 = 'INSTRUCTION' ;
52	DUNIA	0 = 'DUNIA' ;	117	INTERDICTION	0 = 'IT' ;
53	EATEN	0 = 'EATEN' ;	118	IVAN	0 = 'IVAN' ;
54	EGGOFDEATH	2 = 'EGG OF DEATH' ;	119	JUG	0 = 'JUG' ;
55	ELENA	0 = 'ELENA' ;	120	KATRINA	0 = 'KATRINA' ;
56	EMELYA	0 = 'EMELYA' ;	121	KILLED	0 = 'KILLED' ;
57	ERENA	0 = 'ERENA' ;	122	KINGDOM	0 = 'KINGDOM' ;
58	EXCHANGE	0 = 'EXCHANGE' ;	123	LADY	4 = 'LADY' ;
59	EYE	0 = 'EYE' ;	124		
60	FALCON	0 = 'FALCON' ;	125		
61			126		
62			127		
63			128		
64			129		
65			130		
66			131		

132	LAKE	0 = 'LAKE' ;	198	SEED	0 = 'SEED' ;
133	LAKENT	0 = 'LAKENT' ;	199	SLEEP	3 = 'SLEEP' ;
134	LAND	2 = 'LAND' ;	200	SHIP	0 = 'SHIP' ;
135	LEATHERSTRAPS	5 = 'LEATHER STRAP' ;	201	SLEEPINGPOTION	0 = 'SLEEPING POTION' ;
136	LEG	0 = 'LEG' ;	202	SON	2 = 'SON' ;
137	LOCATIO	2 = 'LOCATION' ;	203	SPELL	0 = 'SPELL' ;
138	MAGBIRD	0 = 'MAGIC BIRD' ;	204	SPELLON	0 = 'SPELLON' ;
139	MAGBOW	0 = 'MAGIC BOW' ;	205	STAIRWAY	0 = 'STAIRWAY' ;
140	MAGBOX	0 = 'MAGIC BOX' ;	206	STEAMBATH	4 = 'STEAMBATH' ;
141	MAGCAPPET	0 = 'MAGIC CAPPET' ;	207	STOVE	0 = 'STOVE' ;
142	MAGCOW	0 = 'MAGIC COW' ;	208	SUBSTITUTION	2 = 'SUBSTITUTION' ;
143	MAGEGG	0 = 'MAGIC EGG' ;	209	SUPERSPEED	0 = 'INCREDIBLE SPEED' ;
144	MAGFLINT	0 = 'MAGIC FLINT' ;	210	SUPSTREN	0 = 'SUPER-HUMAN STRENGTH' ;
145	MAGHEN	0 = 'MAGIC HEN' ;	211	SWEETOLLADY	4 = 'SWIM' ;
146	MAGICPIN	0 = 'MAGIC PIN' ;	212	SWIM	0 = 'SWIM' ;
147	MAGKEY	0 = 'MAGIC KEY' ;	213	TASK	0 = 'TASK' ;
148	MAGPOTION	0 = 'MAGIC POTION' ;	214	TEMPTATION	2 = 'TEMPTATION' ;
149	MAGRING	0 = 'MAGIC RING' ;	215	THEM	1 = 'THEM' ;
150	MAGRING2	0 = 'MAGIC RING' ;	216	THEY	5 = 'THEY' ;
151	MAGSTEED	0 = 'MAGIC STEED' ;	217	THREAD	0 = 'THREAD' ;
152	MAGSWORD	0 = 'MAGIC SWORD' ;	218	TIME	2 = 'TIME' ;
153	MAGWAFFER	0 = 'MAGIC WAFFER' ;	219	TOWN	2 = 'TOWN' ;
154	MAGWORDS	0 = 'MAGIC WORD' ;	220	TRACK	3 = 'TRACK' ;
155	MALE	0 = 'MALE' ;	221	TRANSFORMABILITY	0 = 'TRANSFORMABILITY' ;
156	HAN	0 = 'MAN' ;	222	TREE	0 = 'TREE' ;
157	MARCO	0 = 'MARCO' ;	223	TRESP	0 = 'TRESP' ;
158	MARIA	0 = 'MARIA' ;	224	TUNNEL	0 = 'TUNNEL' ;
159	MARTHA	0 = 'MARTHA' ;	225	VASILISA	0 = 'VASILISA' ;
160	MEAL	0 = 'MEAL' ;	226	VILLAGER	0 = 'VILLAGER' ;
161	MEAT	0 = 'MEAT' ;	227	VILLAGER2	0 = 'VILLAGER' ;
162	MERCY	0 = 'MERCY' ;	228	VILLAGIR	0 = 'VLADIMIR' ;
163	MOREVNAS	3 = 'MOREVNA' ;	229	WAR	0 = 'WAR' ;
164	MOTHER	2 = 'MOTHER' ;	230	WARON	0 = 'WAR' ;
165	MOUNTAIN	0 = 'MOUNTAIN' ;	231	WAY	2 = 'WAY' ;
166	MURDEROF	0 = 'MURDEROF' ;	232	WEALTH	0 = 'WEALTH' ;
167	MYDEATH	0 = 'MYDEATH' ;	233	WELL	0 = 'WELL' ;
168	MYKISDOM	0 = 'MYKISDOM' ;	234	WISDOM	0 = 'WISDOM' ;
169	NFAMILY	2 = 'FAMILY' ;	235	WITCH	0 = 'WITCH' ;
170	NFIGHT	4 = 'FIGHT' ;	236	WIVES	1 = 'WIFE' ;
171	NICHOLAS	0 = 'NICHOLAS' ;	237	WOLF	0 = 'WOLF' ;
172	NIGHT	0 = 'NIGHT' ;	238	WOLFPAK	2 = 'WOLF PACK' ;
173	NIGHTS	5 = 'NIGHT' ;	239	WOODS	3 = 'WOOD' ;
174	NMURDER	2 = 'MURDER' ;	240	YEARS	5 = 'YEAR' ;
175	OBJECT	0 = 'OBJECT' ;	241	YOUNGMAN	4 = 'YOUNGMAN' ;
176	OLDLADY	4 = 'OLD LADY' ;	242	YOURDEATH	0 = 'YOURDEATH' ;
177	OLDMAN	0 = 'OLD MAN' ;	243	YOURWISDOM	0 = 'YOURWISDOM' ;
178	OTHERTREE	0 = 'OTHERTREE' ;	244	SRELATIONS	0 = 'SRELATIONS' ;
179	PARANOV	3 = 'PARANOV' ;	245		
180	PERMISSION	0 = 'PERMISSION' ;	246	XX	A 2 0 = 'ABDUCT' ;
181	PLACE	2 = 'PLACE' ;	247	ABDUCT	1 3 0 = 'ABDUCT' ;
182	POPOVICH	3 = 'POPOVICH' ;	248	AFTER	1 4 0 = 'AFTER' ;
183	PPRISONFR	0 = 'PRISONER' ;	249	AGAIN	A 6 1 = 'AGAIN' ;
184	PROVINCE	0 = 'PROVINCE' ;	250	AGREE	A 3 0 = 'AGREE' ;
185	QUESTION	0 = 'QUESTION' ;	251	ALLURING	A 2 0 = 'ALLURING' ;
186	RATS	5 = 'RAT' ;	252	ALONE	A 2 0 = 'ALONE' ;
187	REPLACEMENT	0 = 'REPLACEMENT' ;	253	ALONG	1 4 0 = 'ALONG' ;
188	RIVER	0 = 'RIVER' ;	254	ALSO	A 6 0 = 'ALSO' ;
189	ROCK	0 = 'ROCK' ;	255	ANNOUNC	1 3 2 = 'ANNOUNCE' ;
190	SEA	2 = 'SEA' ;	256	ANSWER	1 3 0 = 'ANSWER' ;
191	SEARCH	0 = 'SEARCH' ;	257	APPEAR	A 3 0 = 'APPEAR' ;
192			258	APPEARIN	1 3 0 = 'APPEAR' ;
193			259		
194			260		
195			261		
196			262		

265	APPEARZ	I 3 0	'APPEAR'	329			
266	APPEARZ	I 3 0	'APPEAR'	330	DIE	A 3 0	'DIE'
267	AS	I 4 0	'AS'	331	DIRECT	I 2 0	'DIRECT'
268	ASK	A 3 0	'ASK'	332	DIRECTEDBY	I 2 0	'DIRECTEDBY'
269	ASK1	I 3 0	'ASK'	333	DISCOVER	I 3 0	'DISCOVER'
270	ASKFOR	I 3 0	'ASK'	334	DISTANT	A 2 0	'DISTANT'
271	ASLEEP	A 2 0	'ASLEEP'	335	DIVIDE	I 3 0	'DIVIDE'
272	AT	I 4 0	'AT'	336	DISGUISE	I 3 0	'DISGUISE'
273	ATTEMPT	A 3 0	'ATTEMPT'	337	DONOT	A 3 0	'DO NOT'
274	AVOID	A 3 0	'AVOID'	338	DROWNING	A 3 0	'DROWN'
275	AWAKE	A 6 0	'AWAKE'	339	DYING	A 2 0	'DIE'
276	AWAY	A 6 0	'AWAY'	340	EAT	A 3 0	'EAT'
277	AWAYFROM	I 3 0	'AWAYFROM'	341	EAT1	I 3 0	'EAT'
278	BACK	I 4 0	'BACK'	342	ENGAGE	A 3 0	'ENGAGE'
279	BADLY	A 6 0	'BAD'	343	ENTICED	A 2 0	'ENTICE'
280	BE	A 3 0	'BE'	344	ESCAPE	A 3 0	'ESCAPE'
281	BEL	A 3 0	'BE'	345	ETHEL	I 3 0	'ETHEL'
282	BENREADING	A 3 0	'BEHEAD'	346	FAIL	A 3 0	'FAIL'
283	BENIDDEN	A 2 0	'BE'	347	FAIRLY	A 6 0	'FAIR'
284	BEING	I 3 0	'BE'	348	FALL	A 3 0	'FALL'
285	BERRYGATHER	A 3 0	'BERRY GATHER'	349	FALLASLEEP	A 3 0	'FALLASLEEP'
286	BESIDE	I 4 0	'BESIDE'	350	FEED	A 3 0	'FEED'
287	BLOCK	I 4 0	'BLOCK'	351	FEEDINGTORATS	A 3 0	'FEEDINGTORATS'
288	BLOODY	A 2 0	'BLOODY'	352	FIGHT	A 3 0	'FIGHT'
289	BRAVE	A 3 0	'BRAVE'	353	FIGHTING	I 2 0	'FIGHTING'
290	BRAWL	A 3 0	'BRAWL'	354	FIGHTINGWITH	I 2 0	'FIGHTINGWITH'
291	BROKEN	A 2 0	'BREAK'	355	FIND	I 3 0	'FIND'
292	BURY	A 3 0	'BURY'	356	FISH	A 3 0	'FISH'
293	BY	I 4 0	'BY'	357	FLY	A 3 0	'FLY'
294	BY1	A 4 0	'BY'	358	FLY2	I 3 0	'FLY'
295	CALL	I 3 0	'CALL'	359	FLYINTO	I 3 0	'FLYINTO'
296	CALLFOR	I 3 0	'CALLFOR'	360	FLYON	I 3 0	'FLYON'
297	CAST	I 3 0	'CAST'	361	FOLLOW	I 3 0	'FOLLOW'
298	CASTSPELLOW	I 3 0	'CASTSPELLOW'	362	FOR	I 4 0	'FOR'
299	CAUGHT	A 2 0	'CATCH'	363	FORGET	I 3 0	'FORGET'
300	CAUSE	I 3 0	'CAUSE'	364	FOUND	I 2 0	'FIND'
301	CAUSEDISPOF	I 3 0	'CAUSEDISPOF'	365	FOUNDBY	I 2 0	'FIND'
302	CERTAIN	I 3 0	'CERTAIN'	366	FREE	I 3 0	'FREE'
303	CHANGE	I 3 0	'CHANGE'	367	FRED	A 2 0	'FREE'
304	CHANGE1	A 3 0	'CHANGE'	368	FREEDFROMSPELL	A 2 0	'FREEDFROMSPELL'
305	CHASE	A 3 0	'CHASE'	369	FROM	I 4 0	'FROM'
306	CHILDLESS	A 2 0	'CHILDLESS'	370	GATHER	I 3 0	'GATHER'
307	CLIMB	I 3 0	'CLIMB'	371	GIVEN	I 2 0	'GIVE'
308	COME	A 3 0	'COME'	372	GIVENTO	I 3 0	'GIVENTO'
309	CONSUME	I 2 0	'CONSUME'	373	GNAW	A 3 0	'GNAW'
310	CONSUMEDBY	I 2 0	'CONSUMEDBY'	374	GOBERRYGATHER	A 3 0	'GOBERRYGATHER'
311	CRAWL	I 3 0	'CRAWL'	375	GOFISH	A 3 0	'GO'
312	CRAWLTHROUGH	I 3 0	'CRAWLTHROUGH'	376	GO	I 3 0	'GO'
313	CUT	I 3 0	'CUT'	377	GOTO	I 3 0	'GOTO'
314	CUTOFF	I 3 0	'CUTOFF'	378	GOTOFOREST	A 3 0	'GOTOFOREST'
315	CUTOUT	I 3 0	'CUTOUT'	379	GOTOWAR	A 3 0	'GOTOWAR'
316	DECIDE	A 3 0	'DECIDE'	380	GOTRADE	A 3 0	'GOTRADE'
317	DECLARE	I 3 0	'DECLARE'	381	GOVVISIT	A 3 0	'GOVVISIT'
318	DECLAREWARON	I 3 0	'DECLAREWARON'	382	GOWALK	A 3 0	'GOWALK'
319	DEFEAT	I 3 0	'DEFEAT'	383	GOWORK	A 3 0	'GOWORK'
320	DEFEATED	A 2 0	'DEFEAT'	384	GREET	I 3 0	'GREET'
321	DEMAND	I 3 0	'DEMAND'	385	HAVE	I 3 0	'HAVE'
322	DESCEND	I 3 0	'DESCEND'	386	HAVE	I 3 0	'HAVE'
323	DESCENDBYUSING	I 3 0	'DESCENDBYUSING'	387	HAVE1	A 3 0	'HAVE1'
324	DEVOUR	I 3 0	'DEVOUR'	388	HER	A 2 0	'HER'
325				389	HIDDEN	A 2 0	'HIDE'
326				390			
327				391			
328				392			
329				393			
330				394			
395				461			
396				462			
397	HIDE	A 3 0	'HIDE'	463	PREPARE	A 2 0	'PREPARE'
398	HIS	A 2 0	'HIS'	464	PREPARE	I 2 0	'PREPARE'
399	HORRIBLY	A 6 0	'HORRIBLY'	465	PREPAREDFOR	I 2 0	'PREPAREDFOR'
400	IMPRISON	I 3 0	'IMPRISON'	466	RESPOND	I 3 0	'RESPOND'
401	IMPRISONED	A 2 0	'IMPRISONED'	467	PRODUCED	A 2 0	'PRODUCE'
402	IN	I 4 0	'IN'	468	PROPOSE	I 3 0	'PROPOSE'
403	INJURE	I 3 0	'INJURE'	469	PRISUADED	A 2 0	'PRISUADED'
404	INTO	I 4 0	'INTO'	470	PULL	I 3 0	'PULL'
405	INTOLEAVING	I 4 0	'INTOLEAVING'	471	PULLOFF	I 3 0	'PULLOFF'
406	IS	I 3 0	'BE'	472	PURSUE	I 3 0	'PURSUE'
407	ISCHILDOP	I 3 0	'ISCHILDOP'	473	RAND	I 3 0	'RAND'
408	JUMP	A 3 0	'JUMP'	474	RAND1	A 3 0	'AND'
409	KILL	A 3 0	'KILL'	475	RECONCIL	I 3 0	'RECONCIL'
410	KILL1	A 3 0	'KILL1'	476	REFUSE	A 3 0	'REFUSE'
411	LEAVE	A 3 0	'LEAVE'	477	REPEL	I 3 0	'REPEL'
412	LEAVE1	I 3 0	'LEAVE1'	478	REPLACED	A 2 0	'REPLACE'
413	LED	I 2 0	'LEAD'	479	REPLACE	I 3 0	'REPLACE'
414	LED1	I 2 0	'LEAD1'	480	REQUEST	I 3 0	'REQUEST'
415	LISTEN	A 3 0	'LISTEN'	481	RESPOND	I 3 0	'RESPOND'
416	LIVE	I 3 0	'LIVE'	482	RETURN	A 3 0	'RETURN'
417	LIVEIN	I 3 0	'LIVEIN'	483	REVIVED	A 2 0	'REVIVE'
418	MARRY	A 3 0	'MARRY'	484	RNULL	I 7 0	'RNULL'
419	MEET	I 3 0	'MEET'	485	ROASTING	A 3 0	'ROAST'
420	MIRACULOUS	A 2 0	'MIRACULOUS'	486	RUDELY	A 6 0	'RUDELY'
421	MURDER	I 3 0	'MURDER'	487	SAME	A 2 0	'SAME'
422	MY	A 2 0	'MY'	488	SAY	A 3 0	'SAY'
423	NEED	I 3 0	'NEED'	489	SAY2	I 3 0	'SAY2'
424	NOGOTO	I 3 0	'NOGOTO'	490	SEARCH1	A 3 0	'SEARCH1'
425	NOLEAVE	I 3 0	'NOLEAVE'	491	SEARCHFOR	I 3 0	'SEARCHFOR'
426	NOT1	A 6 0	'NOT1'	492	SECRETLY	A 6 0	'SECRETLY'
427	OBTAIN	I 3 0	'OBTAIN'	493	SELIZED	A 2 0	'SELIZED'
428	OBTAINED	A 2 0	'OBTAINED'	494	SEIZEDBY	I 3 0	'SEIZEDBY'
429	OF	I 4 0	'OF'	495	SEIZE	I 3 0	'SEIZE'
430	OFF	A 4 0	'OFF'	496	SEND	I 3 0	'SEND'
431	OFFER	I 3 0	'OFFER'	497	SHOW	I 3 0	'SHOW'
432	OFFERED	I 2 0	'OFFERED'	498	SHOWN	I 2 0	'SHOWN'
433	OFFEREDTO	I 2 0	'OFFEREDTO'	499	SHOWNTHEREBY	I 3 0	'SHOWNTHEREBY'
434	OLD	A 2 0	'OLD'	500	SHOWNTOW	I 3 0	'SHOWNTOW'
435	OLDEST	A 2 0	'OLDEST'	501	SIT	A 3 0	'SIT'
436	ON	I 4 0	'ON'	502	SNEAK	I 3 0	'SNEAK'
437	ONLY	A 2 0	'ONLY'	503	SNEAKINTO	I 3 0	'SNEAKINTO'
438	OPEN	A 2 0	'OPEN'	504	SOLD	I 2 0	'SELL'
439	ORDER	I 3 0	'ORDER'	505	SOLDTO	I 3 0	'SOLDTO'
440	ORDERINTOSEA	I 3 0	'ORDERINTOSEA'	506	SPEND	I 3 0	'SPEND'
441	ORDERMURDEROP	I 3 0	'ORDERMURDEROP'	507	START	A 3 0	'START'
442	OTHER	A 2 0	'OTHER'	508	STAY	A 3 0	'STAY'
443	OUT	A 4 0	'OUT'	509	STEP	A 2 0	'STEP'
444	OVER	I 4 0	'OVER'	510	SUDDENLY	A 6 0	'SUDDENLY'
445	OWN	I 3 0	'OWN'	511	SUNG	A 2 0	'SING'
446	PARTAKE	A 3 0	'PARTAKE'	512	SURPRISE	I 3 0	'SURPRISE'
447	PERSUADE	A 3 0	'PERSUADE'	513	SWEET	A 6 0	'SWEET'
448	PERSUADE2	I 3 0	'PERSUADE2'	514	SWEETOLD	A 2 0	'SWEETOLD'
449	PILLAGE	I 3 0	'PILLAGE'	515	TAKENAWAY	I 3 0	'TAKENAWAY'
450	PLACED	I 2 0	'PLACE'	516	TAKE	I 3 0	'TAKE'
451	PLACEDATDISPOF	I 3 0	'PLACEDATDISPOF'	517	TAKE1	I 3 0	'TAKE1'
452	PLAY	I 3 0	'PLAY'	518	THIRD	A 2 0	'THIRD'
453	PLUCK	I 3 0	'PLUCK'	519	THREATEN	I 3 0	'THREATEN'
454	PLUCKOUT	I 3 0	'PLUCKOUT'	520	THREATEN1	I 3 0	'THREATEN1'
455	PLUNDER	I 3 0	'PLUNDER'	521	THREATEN2	A 2 0	'THREATEN2'
456	POS	I 5 0	'POS'	522	THREATEN3	I 3 0	'THREATEN3'
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529 THREE A 2 0 = "THREE" ;
530 THROUGH I 4 0 = "THROUGH" ;
531 TO I 4 2 = "TO" ;
532 TOI A 4 2 = "TO" ;
533 TOIL A 3 0 = "TOIL" ;
534 TORMENT I 3 0 = "TORMENT" ;
535 TOWARD I 4 0 = "TOWARD" ;
536 TRADE A 3 0 = "TRADE" ;
537 TRAVEL A 3 0 = "TRAVEL" ;
538 TRAVELI I 3 0 = "TRAVEL" ;
539 TRAVELBY I 3 0 = "TRAVELBY" ;
540 TRAVELON I 3 0 = "TRAVELON" ;
541 TRAVELTO I 3 0 = "TRAVELTO" ;
542 TRICK I 3 0 = "TRICK" ;
543 TROUNCED A 2 0 = "TROUNCED" ;
544 TRY A 3 0 = "TRY" ;
545 TWICE A 6 0 = "TWICE" ;
546 UNLUCKY A 2 0 = "UNLUCKY" ;
547 UNPROTECTED A 2 1 = "UNPROTECTED" ;
548 USE I 3 0 = "USE" ;
549 USING I 4 0 = "USING" ;
550 VISIT A 3 4 = "VISIT" ;
551 WALK A 3 0 = "WALK" ;
552 WALKSIN I 3 0 = "WALK" ;
553 WALKINTO I 3 0 = "WALK" ;
554 WANDERING A 2 0 = "WANDER" ;
555 WHERE I 4 1 = "WHERE" ;
556 WHEREIS I 4 1 = "WHERE" ;
557 WHICH I 4 0 = "WHICH" ;
558 WHILE I 4 0 = "WHILE" ;
559 WHILEI A 4 0 = "WHILE" ;
560 WHO I 4 3 = "WHO" ;
561 WHOONN I 4 3 = "WHO" ;
562 WICKED A 2 0 = "WICKED" ;
563 WIN A 3 0 = "WIN" ;
564 WITH I 4 0 = "WITH" ;
565 WITHOUT I 4 0 = "WITHOUT" ;
566 WITHOUTI A 4 0 = "WITHOUT" ;
567 WORK A 3 0 = "WORK" ;
568 WOUNDED A 2 0 = "WOUND" ;
569 YELL A 3 0 = "YELL" ;
570 YOUNG A 2 0 = "YOUNG" ;
571 YOUR A 2 0 = "YOUR" ;
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573 $CLARGES;
574 ABSENTOR = ;
575 ADIFF = F6 F10 F12 F16 ;
576 AFORM = ;
577 AFORMS = F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F13 F14 F15 F16 F17 F18 F19;
578 AFORMTMP = ;
579 AOBFORMS = F2 F3 F4 F5 F6 ;
580 AOBJ(F10) = SEA;
581 AOBJ(F10) = NIGHT;
582 3 AREL(F1) = ANNUCT;
583 3 AREL(F2) = SEIZE;
584 3 AREL(F3) = PILLAGE;
585 3 AREL(F4) = SEIZE;
586 3 AREL(F5) = PLUNDER;
587 3 AREL(F6) = INJURE;
588 3 AREL(F7) = CAUSEDISPOF ;
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595 3 AREL(F8) = DEMAND;
596 3 AREL(F9) = EXPEL;
597 3 AREL(F10) = ORDER;
598 3 AREL(F11) = CASTSPELLON ;
599 3 AREL(F12) = REPLACE;
600 3 AREL(F13) = ORDERMURDEROF ;
601 3 AREL(F14) = MURDER;
602 3 AREL(F15) = IMPRISON;
603 3 AREL(F16) = THREATTOMARRY ;
604 3 AREL(F17) = THREATEN ;
605 3 AREL(F18) = TORMENT ;
606 3 AREL(F19) = DECLARENARON ;
607 3 AREL2(F10) = INTO;
608 3 AREL2(F10) = AT;
609 3 ARRIVALS = FLYINTO APPEARIN SNEAKINTO WALKINTO ;
610 BETAFORM = ;
611 2 BETAREL(F1) = LEAVE ;
612 2 BETAREL(F2) = DIE;
613 2 BETAREL(F3) = LEAVE ;
614 BETRAYER = ;
615 BFORM = ;
616 BFORMS = F1 F2 F3 F4 ;
617 BFORMSLACK = F2 F3 ;
618 BODYPARTS = ARM LEG EYE HEART ;
619 CHAPENP = ;
620 CHILD(MALE) = SON ;
621 CHILD(FEMALE) = DAUGHTER ;
622 COBJ = ;
623 OFAD = ;
624 3 DELTAREL = ;
625 DFORM = ;
626 DFORMS = F1 F2 F3 F4 F5 F6 F8 F9 F10 ;
627 DISGUISES = BIRD YOUNGMAN SWEETOLLADY ;
628 DISPATCHER = ;
629 DISTYPE = ;
630 DISTYPES = BONES1 SHEEP ;
631 DNFORMS = F1 F2 F3 F9 ;
632 DONOR = ;
633 DONORS = WITCH FORESTKN COM DEVIL JUG GIANT OLDMAN BULL ;
634 DORJ(F1) = WITCH FORESTKN STOVE ;
635 DORJ(F2) = ;
636 DORJ(F3) = COM MAN ;
637 3 DREL(F1) = PROPOSE ;
638 3 DREL(F3) = ASK ;
639 DRESKS = FORESTKN STOVE COM MAN ;
640 DTRYS = WITCH ;
641 EFSFORM = ;
642 EFSFORMS = F1 F2 ;
643 EPSOBJECT = ;
644 FAMILY = ;
645 FANMAN = ;
646 FANIMP = ;
647 FEMALES = MARTHA KATPINA MARIA ELENA DONIA VASILISA ;
648 FTORM = ;
649 FORD(F1) = F1 F2 F3 F4 F5 F6 F8 F9 ;
650 FORD(F2) = F1 F2 F4 ;
651 FORD(F3) = F1 F5 F6 ;
652 FORD(F4) = F1 F2 F5 F8 F9 ;
653 FORD(F5) = F1 F2 F5 F8 F9 ;
654 FORD(F8) = F5 F8 ;
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661 FORD(F9) = F1 F2 F9 ;
662 3 FREL(F1) = CIVENTO ;
663 3 FREL(F2) = SNOOWTO ;
664 3 FREL(F3) = PREPAREDPOF ;
665 3 FREL(F4) = SOLDTO ;
666 3 FREL(F5) = POUNDBY ;
667 3 FREL(F6) = APPEARTO ;
668 3 FREL(F7) = CONSUMEDBY ;
669 3 FREL(F8) = SEIZEDBY ;
670 3 FREL(F9) = PLACEDATDISPOF ;
671 GANFORM = ;
672 GANFORMS = F1 F2 ;
673 3 GARGO(F1) = NOGOTO ;
674 3 GARGO(F2) = GO;
675 3 GARGO(F3) = MOLEAVE ;
676 3 GARGO(F4) = LEAVE1 ;
677 GENDER() = ;
678 GFORM = ;
679 GHELPUR = ;
680 GHELPEPS(F2) = MOPSE SHIP ;
681 GHELPEPS(F3) = BALLOTINHEAD FOX ;
682 GHELPEPS(F4) = HEDGEGOC BAGGAR ;
683 GHELPEPS(F5) = STAIRWAY TUNNEL LEATHERSTRAPS ;
684 GMPFORMS(MAGSTEED) = F1 F2 ;
685 GMPFORMS(MAGCAPPET) = F1 ;
686 GMPFORMS(MAGBIRD) = F1 ;
687 GMPFORMS(FLIGHT) = F1 ;
688 GMPFORMS(SUPERSPEED) = F2 ;
689 GMPFORMS = F2 F3 F4 F5 ;
690 3 GREL(F1) = TRAVELBY ;
691 3 GREL(F2) = TRAVELON ;
692 3 GREL(F3) = LEDBY ;
693 3 GREL(F4) = DIRECTEDBY ;
694 3 GREL(F5) = ;
695 3 GREL(F6) = FOLLOW;
696 3 GREL2(TUNNEL) = CRAWLTHROUGH;
697 3 GREL2(STAIRWAY) = CLIMB;
698 3 GREL2(LEATHERSTRAPS) = DESCENDBYUSING;
699 GRANS = ;
700 HERO = ;
701 HFORM = ;
702 HFORMS = F1 F2 F3 ;
703 IFORM = ;
704 3 INJUR(ARM) = PULLOFF ;
705 3 INJUR(EYE) = PLUCKOUT ;
706 3 INJUR(HEART) = CUTOFF ;
707 3 INJUR(LEG) = CUTOFF ;
708 KFORM = ;
709 KFORMS = F1 F2 F4 F5 F6 F8 ;
710 KFORM = ;
711 KFORMS(F1) = F1 F4 F10 F11 ;
712 KFORMS(F2) = F1 F4 F11 ;
713 KFORMS(F3) = F7 ;
714 KFORMS(F4) = F1 F4 F11 ;
715 KFORMS(F5) = F1 ;
716 KFORMS(F6) = F1 F4 F11 ;
717 KFORMS(F7) = F4 ;
718 KFORMS(F8) = F1 F4 F10 F11 ;
719 KFORMS(F9) = F4 ;
720 KFORMS(F10) = F4 ;
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727 KFORMS(F11) = F8 ;
728 KFORMS(F14) = F9 ;
729 KFORMS(F15) = F1 F4 F10 F11 ;
730 2 KILLMETH = ;
731 2 KILLMETS = ROASTING BEMENDING DROWNING FEEDINGTORATS ;
732 2 KREL(F1) = SEIZED ;
733 2 KREL(F3) = ENTICED ;
734 2 KREL(F4) = OBTAINED ;
735 2 KREL(F7) = CAUGHT ;
736 2 KREL(F8) = FREEDFROMSPELL ;
737 2 KREL(F9) = REVIVED ;
738 2 KREL(F10) = FREED ;
739 KSFORMS(F1) = F3 F4 ;
740 KSFORMS(F2) = F4 ;
741 KSFORMS(F3) = F4 ;
742 KSFORMS(F4) = F4 ;
743 KSFORMS(F5) = F4 ;
744 LASTNAMS = BERENNIKOV PARANOV POPOVICH MOREVNAS BORISIEVICH ;
745 LOCATIONS = CERTAINKINGDOM DISTANTPROVINCE ;
746 MAGANIN = MAGCOW MAGHEN MAGSTEED MAGBIRD ;
747 MAGCHANGS = MAGPLINT MAGRING ;
748 MAGGOOD = MAGPOTION MAGMAFER ;
749 MAGHELPHILL = ;
750 MAGHELPLIO = ;
751 MAGHELPORIG = ;
752 MAGHELPS = ;
753 MAGHELPI = ;
754 MAGHELPI2 = ;
755 MAGHELPI3 = ;
756 MAGKILLS = MAGESWORD MAGBOW ;
757 MAGLIQS = MAGHEN MAGBOX ;
758 MAGOBSJS = MAGEGG MAGBOX MAGWORDS MACKEY ;
759 MAGQWALS = SUPSIREN SUPERSPEED FLIGHT TRANSFORMABILITY ;
760 MAGTRANS = MAGSTEED MAGCARPET MAGBIRD ;
761 MAGRESCE = MOTRANS ;
762 MALES = IVAN BOPI BALDAK ALIOSHA NICHOLAS MARCO FOHA ERSHA EMELYA
763 VLADIMIR ;
764 MEMBER = ;
765 2 MOTIVE(F1) = GONORK GOTOFOREST GOTRADE GOTOWAR ;
766 2 MOTIVE(F2) = HORRIBLY SUDDENLY ;
767 2 MOTIVE(F3) = GOVISIT GOFISH GOWALK GOBERRYGATHER ;
768 MOKILLS = MAGSTEED MAGBOW SUPSTREN ;
769 MOTRANS = MAGSTEED MAGCARPET FLIGHT MAGBIRD SUPERSPEED ;
770 MORESC = MOTRANS TRANSFORMABILITY ;
771 MOALL = MOTFANS MOKILLS MORESC MAGLIQS ;
772 MUFORM = ;
773 MUFORMS = F1 F2 ;
774 MUFORMS = F1 F15 F16 F17 F18 F19 AOBFORMS ;
775 OWNER = ;
776 PARENT(FEMALE) = MOTHER ;
777 PARENT(MALE) = FATHER ;
778 PARENTS(MALE) = ;
779 PARENTS(FEMALE) = ;
780 PARENTVILLAIN = F9 F10 F11 F13 ;
781 PEOPLE = MALES FEMALES ;
782 PFORM = ;
783 PFORMS = F1 F2 F3 F4 F5 F6 F7 ;
784 PFORMSFAMVIL = F2 F3 F6 ;
785 PLACES = WOODS FIELDS ROOSE BARN TOWN BUT ;
786 PERPRON(BABAYAGA) = HERSELF ;
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*LEXTPE (MAN YOUNG) TO YOUNGMAN;
 *LEXTPE (DEATH MY) TO MYDEATH;
 *LEXTNC (WISDOM MY) TO MYWISDOM;
 *LEXTPE (WISDOM YOUR) TO YOURWISDOM;
 *LEXTPE (DEATH YOUR) TO YOURDEATH;
 *LEXTPE (FALL ASLEEP) TO FALLASLEEP;
 *LEXTPE (CAUSE RNULL DISPOF) TO CAUSEDISPOF;
 *LEXTPE (DISAPPEARANCE OF) TO DISPOF;
 *LEXTPE (CAST RNULL SPELLON) TO CASTSPELLON;
 *LEXTNP (SPELL ON) TO SPELLON;
 *LEXPPE (ORDER RNULL MURDEROF) TO ORDERMURDEROF
 *LEXTNP (MURDER OF) TO MURDEROF;
 *LEXTNP (THREATEN MARRY) TO THREATENMARRY;
 *LEXTNP (THREATEN EAT) TO THREATEN;
 *LEXTNP (DECLARE RNULL WAPON) TO DECLAREWARON;
 *LEXTNP (WAR ON) TO WARON;
 *LEXTNP (PULL OFF) TO PULLOFF;
 *LEXTNP (PULL OUT) TO PULLOUT;
 *LEXTNP (LIE OFF) TO CUTOFF;
 *LEXTNP (CUT CUT) TO CUTOOUT;
 *LEXTNP (CALL FOR) TO CALLFOR;
 *LEXTNP (TRACK BLOODY) TO BLOODYTRACKS;
 *LEXTNP (GO VISIT) TO GOVISIT;
 *LEXTNP (GO WALK) TO GOWALK;
 *LEXTNP (GO FISH) TO GOFISH;
 *LEXTNP (GO BERRYGATHER) TO GOBERRYGATTEE;
 *LEXTNP (DONOT GO TO) TO NOGOTO;
 *LEXTNP (DONOT LEAVE) TO NOLEAVE;
 *LEXTNP (WHERE IS) TO WHEREIS;
 *LEXTNP (FLAY INTO) TO FLAYINTO;
 *LEXTNP (APPEAR IN) TO APPEARIN;
 *LEXTNP (SNEAK INTO) TO SNEAKINTO;
 *LEXTNP (WALK INTO) TO WALKINTO;
 *LEXTNP (WHO OWN) TO WHOOWN;
 *LEXTNP (TAKE OTHER) TO OTHERTEE;
 *LEXTNP (BALL OF THREAD) TO BALLGOTTHREAD;
 *LEXTNP (KINGDOM CERTAIN) TO CERTAINKINGDOM;
 *LEXTNP (PROVINCE DISTANT) TO DISTANTPROVINCE;
 *LEXTNP (KIVES POS DRAGON) TO DRAGONNIKE;
 *LEXTNP (EACHTER POS BABAYAGA) TO BABADAUGE;
 *LEXTNP (FATHER POS BEAN) TO BEARSFATHER;
 *LEXTNP (LIVE IN) TO LIVEIN;
 *LEXTNP (GO WORK) TO GOWORK;
 *LEXTNP (GO TO) TO GOTO;
 *LEXTNP (GO TRAD) TO GOTRADE;
 *LEXTNP (GO TO WAR) TO GOTOWAR;
 *LEXTNP (GO TO FOREST) TO GOTOFOREST;
 *LEXTNP (LADY SWEETOLD) TO SWEETOLDLADY;
 *LEXTNP (OLD SWEET) TO SWEETOLD;
 *LEXTNP (FIGHTING WITH) TO FIGHTINGWITH;
 *LEXTNP (FRIED FROM SPELL) TO FREEDFROMSPELL

THE FOLK TALES GENERATED BY THIS PROGRAM FOLLOW THE STRUCTURE DESCRIBED BY VLADIMIR PROPP IN HIS MORPHOLOGY OF THE FOLKTALE. FORM NAMES AND PAGE NUMBERS REFER TO PROPP, SECOND EDITION.

WRITTEN BY S. DAVID KALISH AND MATTHEW APPELBAUM, SEPT. 1974.
REVISED BY MATTHEW APPELBAUM, MAY 1975.

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$RULE VICPICKED : *MOVE VICTIM TO VOBJECT;
$RULE :          T(OWNERPICKED)
                *MOVE PICK(VOBTMP(AFORM)) TO VOBJECT.

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5/43

6

10.-10 : *MOVE VICTIM TO OWNER;
(AFORM EQL AOBFORMS);

IF A PERSON IS THE OBJECT OF THE VILLAINY, ANOTHER PERSON IS PICKED TO BE THE "OWNER." THE OWNER IS FROM THE FAMILY IF THE VICTIM IS, AND MAY BE A PARENT.

11 : *MOVE PICK(CHARACTERS) TO OWNER;
12 : *REMOVE OWNER FROM CHARACTERS;
13.-15 : *ADD OWNER TO FAMILY;
(VICTIM EQL FAMILY);
16 : *OWNER PICKED (X GENDER(OWNER));
17 : *MOVE OWNER TO PARENTS(X);
18.-19 : *OWNER EQL FAMILY;
(VICTIM EQL OWNER);
20 : *NUM(PARENTS(X)) EQ 0;
21 : *LOOP;

GROUP PICKPARENTS IS CALLED TO POSSIBLY PICK (AM) ADDITIONAL PARENT(S) FOR THE FAMILY. GROUP ALPHA IS CALLED TO DESCRIBE THE INITIAL SITUATION.

22 : *CALL PICKPARENTS;
23 : *CALL ALPHA;

INTERDICTION SEQUENCE -- FUNCTIONS BETA, GAMMA, AND DELTA (I, II, III, P. 26-27). THIS SEQUENCE CAN BE PERFORMED ONLY IF THE HERO AND VICTIM ARE IN THE FAMILY.

24 : *F(VARIV);
25.-26 : *HERO EQL FAMILY AND (VICTIM EQL FAMILY);
27.-28 : *HERO EQL VICTIM;

PICK INTERDICTION-ABSENTER FROM THE FAMILY.

29 : *X.FAMILY;
30 : *T(BETPIC);
31 : *MOVE X TO ABSENTER;
32.-33 : *X EQL HERO OR (X EQL VICTIM) OR (X EQL VILLAIN);
34 : *LOOP;

PICK FORM OF FUNCTION BETA DEPENDANT UPON COMPOSITION OF FAMILY.

35 : *T(BETPIC);
36 : *T(INTERPIC);
37.-38 : *MOVE F1 TO BETAFORM;
(ABSENTER EQL PARENTS(SERIES));
39 : *T(INTERPIC);
40 : *MOVE F2 TO BETAFORM;
41 : *MOVE ABSENTER TO DEAD;
(ABSENTER EQL PARENTS(SERIES));
42 : *F(RECON);
43.-44 : *MOVE F3 TO BETAFORM;
45.-46 : *NUM(ABSENTER) EQ 1;

RANDOMLY PICK FORM OF FUNCTION GAMMA, CONSTRUCT THE INTERDICTION, AND ASSIGN IT TO A PREDICATE NODE. ASSUME AN APPROPRIATE FORM OF THE PAIRED ELEMENT, DELTA.

47 : *CALL THETA;

48 : *CALL THETA;

VILLAINY -- FUNCTION A (VIII, P. 38-39).
THE VILLAINY IS DESCRIBED BY CALLING GROUP A. CONCOMITANT FORMS OF VILLAINY MAY BE CONSTRUCTED BY AGAIN CALLING A, IN THE PROPER CIRCUMSTANCES. THE SOUGHT AFTER OBJECT IS DETERMINED BY THE FORM OF VILLAINY (AND IN ONE CASE BY THE RESPONSE TO THE VILLAINY) AND IS EITHER THE OBJECT OF THE VILLAINY OR THE VILLAIN.

THE OWNER COULD BE MURDERED, THEN THE VICTIM ABDUCTED (A14-A15).

49 : *CALL CA;
50.-51 : *MOVE OWNER TO VOBJECT;
(AFORM EQL F14) AND (OWNER NEQ DEAD);

GROUP A IS CALLED TO DESCRIBE THE (POSSIBLY INITIAL) VILLAINY. THE SOUGHT AFTER OBJECT IS DETERMINED.

52 : *CALL A;
53 : *T(CONCOM);
54 : *MOVE VOBJECT TO SUBJECT;
55.-56 : *AFORM EQL VILSOUGHT OR (OWNER REFUSE);
57 : *MOVE VILLAIN TO SUBJECT;

A MAGICAL AGENT COULD BE SEIZED, THEN ITS OWNER MURDERED (A2-A14).

58 : *CONCOM;
59 : *T(DISPATCH);
60 : *MOVE F14 TO AFORM;
61 : *MOVE OWNER TO VOBJECT;
62 : *ADD OWNER TO DEAD;
63 : *CALL A;
64 : *MOVE SUBJECT TO VOBJECT;
65 : *MOVE F2 TO AFORM;
(F2 EQL AFORM);
66.-67 : *OWNER EQL DEAD);
68 : *T(DISPATCH);
69 : *MOVE F1 TO AFORM;
70 : *MOVE VICTIM TO VOBJECT;
71 : *ADD OWNER TO DEAD;
72 : *CALL A;
73 : *MOVE VOBJECT TO SUBJECT;
74.-75 : *AFORM EQL F14 AND (OWNER EQL VOBJECT);

AN INJURY OR SPELL COULD BE FOLLOWED BY A REPLACEMENT (A6-A12 OR A11-A12). GROUP REPLICK IS CALLED TO DETERMINE THE REPLACEMENT.

76 : *T(DISPATCH);
77 : *MOVE AFORM TO AFORMTHP;
78 : *CALL REPLICK;
79 : *MOVE F12 TO AFORM;
80 : *CALL A;
81 : *MOVE AFORMTHP TO AFORM;
82.-83 : *AFORM EQL F6 OR (AFORM EQL F11);

A SPELL, IF NOT INVOLVED ABOVE, WILL BE FOLLOWED BY AN EXPPELLING (A11-A9).

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7.-18 :	(SAFORM EQL F2);	1585
\$RULE LPICK1 :	*MOVE PICK(MQALL) TO MAGHELPS;	1586
\$SWITCH 1 :	T(LPICK1);	1587
18.0 :	(VILLAIN EQL SUBJECT) OR (VICTIM EQL HERO);	1588
	AND (MAGHELPS EQL MAGLIOS);	1589
18.-18 :	NUM(SAFORM) EQ 1 AND (MAGHELPS EQL MQKILLS)	1590
	OR (MAGHELPS EQL TRANSFORMABILITY);	1591
\$SWITCH \$MQUAL :	T(QUAL);	1592
18.-18 :	(MAGHELPS EQL MAGQUALS);	1593
		1594
1 THE MAGICAL AGENT MAY COME FROM ANOTHER MAGICAL AGENT.		1595
		1596
\$RULE :	T(DPICK) P(SETORIG)	1597
	*MOVE PICK(MAGCHANGS) TO MAGHELPORIG;	1598
1.4 :		1599
1 A MAGICAL QUALITY COMES FROM A FOOD WHICH IS CONSUMED.		1600
		1601
\$RULE LQUAL :	(FORMD) —	1602
	*MOVE PICK(MAGFOOD) TO MAGHELPORIG;	1603
	*MOVE F1 TO DFORM;	1604
	*MOVE F7 TO FFORM;	1605
		1606
1 IF THE SINGLE AGENT DOESN'T COME FROM ANOTHER AGENT THEN IT IS		1607
1 THE ORIGINAL AGENT.		1608
		1609
\$RULE SETORIG :	(DPICK)	1611
	*MOVE MAGHELPS TO MAGHELPORIG;	1612
		1613
1 THE HERO WILL RECEIVE THREE MAGICAL AGENTS, OF TYPES KILLING AND		1614
1 TRANSPORTATION, AND EITHER LIQUIDATION OR RESCUE, DEPENDING ON		1615
1 POSSIBLE LATER USE. FOR A LACK, A RESCUE AGENT REPLACES A		1616
1 KILLING AGENT.		1617
		1618
\$RULE LTHREE :	*MOVE PICK(MAGKILLS) TO MAGHELPI,	1619
	*MOVE MAGHELPI TO MAGHELPS;	1620
18.-18 :	NUM(SAFORM) EQ 2;	1621
\$RULE :	*MOVE PICK(MAGTRANS) TO MAGHELPI2,	1622
	*ADD MAGHELPI2 TO MAGHELPS;	1623
	*REMOVE MAGHELPI2 FROM MAGRESCS;	1624
\$RULE :	T(DCHNG)	1625
	*MOVE PICK(MAGRESCS) TO MAGHELPI,	1626
	*ADD MAGHELPI3 TO MAGHELPS;	1627
18.0 :	(VILLAIN EQL SUBJECT) ;	1628
-18..63 :	NUM(SAFORM) EQ 1;	1629
\$RULE :	*MOVE PICK(MAGLIOS) TO MAGHELPI3,	1630
	*ADD MAGHELPI3 TO MAGHELPS;	1631
\$RULE :	*MOVE PICK(MAGRESCS) TO MAGHELPI,	1632
	*ADD MAGHELPI1 TO MAGHELPS;	1633
18.-18 :	NUM(SAFORM) EQ 1;	1634
		1635
1 ANOTHER AGENT MAY CHANGE INTO THE THREE TO BE ACQUIRED.		1636
		1637
\$RULE DCHNG :	*MOVE PICK(MAGCHANGS) TO MAGHELPORIG;	1638
1.5 :		1639
		1640
1 THE FORM OF D IS RANDOMLY PICKED IN MOST CASES.		1641
		1642
\$RULE DPICK :	*REMOVE F18 FROM DFORMS;	1643
8.18 :	(M.MAGHELPS EQL MQKILLS) : *MOVE M TO MAGHELPKILL;	1644
		1645
		1646

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10,-10 : (MAGHELPORIG EQL MAGCHANGES);
$RULE : T(FORMD)
        *MOVE PICK(DFORMS) TO DFORM;

1 | A DONOR IS RANDOMLY PICKED EXCEPT FOR TWO FORMS OF D.
2
$RULE FORMD : T(FILLCLASSES)
        *MOVE PICK(DONORS) TO DONOR;
        (F1 EQL DFORM) OR (F3 EQL DFORM);

-10,10 :
1 | FOR FORMS 1 AND 3 OF D, THE DONOR IS PICKED ACCORDING TO THE FORM.
2 | THEN, A CALL IS MADE ON THE NAME OF THE DONOR, WHICH CONSTRUCTS
3 | AN APPROPRIATE TASK AND RESPONSE.

$RULE : (CALLO)
        *MOVE PICK(DONJ(DFORM)) TO DONOR,
        *CALL DONOR;

1 | FOR ONE FORM OF D, A METHOD OF KILLING IS RANDOMLY CHOSEN AND
2 | SAVED FOR GROUP E.

$RULE FILLCLASSES : T(CALLO)
        *MOVE PICK(KILLMETS) TO KILLMETH;
        (DFORM EQL F6);

10,-10 :
1 | FOR FORM 6, A DISPUTED OBJECT IS EITHER RANDOMLY CHOSEN (NON-
2 | MAGICAL) OR A MAGICAL AGENT WHICH IS GOING TO BE ACQUIRED BY THE
3 | NEMO (IT HAS BEEN PREVIOUSLY PICKED) IS MADE THE OBJECT OF THE
4 | DISPUTE. THE TYPE OF OBJECT WILL DETERMINE WHICH SUBTYPE OF
5 | FORM 6 IS USED, AND WHICH FORM OF FUNCTION F IS USED.

$SWITCH : F(CALLO);
10,-10 : (DFORM EQL F6);
$RULE : T(CALLO)
        *MOVE PICK(DISTYPES) TO DISTYPE,
        *MOVE F1 TO FFORM;

10,5 :
$RULE : T(SETP)
        *MOVE PICK(MAGHELPS) TO DISTYPE;
        NUM(MAGHELPORIG) EQ 8;
$RULE : *MOVE MAGHELPORIG TO DISTYPE;
$RULE SETP : *MOVE F8 TO FFORM;

1 | GROUP D IS CALLED TO DESCRIBE FUNCTION D.

$RULE CALLO : *CALL D;

1 | REACTION -- FUNCTION E (XIII, P. 42-43).
2 | THIS IS A PAIRED ELEMENT WITH FUNCTION D, EXCEPT THAT, FOR SOME
3 | FORMS, TREBLING MAY OCCUR.

$SWITCH : F(CALLE);
-5,-10 : (DFORM EQL DNFORMS);

1 | THE FORM OF TREBLING DEPENDS UPON THE FORM OF D AND SOMETIMES
2 | THE TYPE OF DONOR.

$RULE : T(CALLE)

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HERO FAIL,
 *INSERT (HERO TRY) (TRY AGAIN),
 *INSERT (HERO FAIL) (FAIL AGAIN),
 *INSERT (HERO TRY) (TRY FOR TIME) (TIME THIRD);
 (F1 EQL DFORM) AND (DONOR EQL DTRY);
 T(CALL);
 *INSERT (HERO DONOT) (DONOT RESPOND),
 *INSERT (DONOR ASK) (ASK AGAIN),
 *INSERT (HERO RESPOND) (RESPOND RUDELY),
 *INSERT (DONOR ASK) (ASK FOR TIME) (TIME THIRD);
 (F2 EQL DFORM);
 T(CALL);
 *INSERT (HERO DONOT) (DONOT RESPOND),
 *INSERT (DONOR ASK) (ASK AGAIN),
 HERO REFUSE,
 *INSERT (DONOR ASK) (ASK FOR TIME) (TIME THIRD);
 ((F1 EQL DFORM) OR (F3 EQL DFORM))
 AND (DONOR EQL DRESP);
 *INSERT (DONOR REPEL HERO) (REPEL TWICE),
 *INSERT (THEY FIGHT) (FIGHT FOR TIME) (TIME THIRD);

GROUP E IS CALLED TO DESCRIBE FUNCTION E.

SRULE CALLE : *CALL E;

RECEIPT -- FUNCTION F (XIV, P. 43-50).
 THE FORM OF F DEPENDS UPON THE FORM OF D, ACCORDING TO THE CHART
 IN PROPP, P. 47 (UNLESS THE FORM OF F HAS BEEN FORCED DUE TO
 THE TYPE OF MAGICAL AGENT). GROUP F IS CALLED TO DESCRIBE
 FUNCTION F.

SSWITCH : T(TRANSPERENCE);
 18,-10 : (IFORM EQL F18);
 SRULE : *MOVE PICK(FOFO(DFORM)) TO FFORM;
 18,-10 : NUM(IFORM) EQ 8;
 SRULE : *CALL F;

TRANSPERENCE -- FUNCTION G (XV, P. 50-51).
 FUNCTION G IS SKIPPED IF NECESSARY. IT MAY BE SKIPPED IF
 TRANSPERENCE IS NOT REQUIRED FOR CONTINUITY.

SSWITCH TRANSPERENCE : T(FORMRET);
 18,0 : (HERO EQL VICTIM) OR (MAGHELPS EQL SUBJECT);
 SSWITCH : T(FORMK);
 18,-10 : (VILLAIN NEQ SUBJECT) AND (MAGHELPS EQL MAGLIOS);
 18,0 : (MAGHELPS EQL NOTRANS);

IF AN APPROPRIATE MAGICAL AGENT IS AVAILABLE, IT IS USED; THE
 FORM OF G THEN DEPENDS UPON THE AGENT. THE AGENT USED IS NOTED,
 IN SOME CASES, TO FORCE THE USE OF DIFFERENT AGENTS LATER ON.

SRULE : F(GNONMAG);
 *MOVE PICK(GFORMS(GHELPER)) TO GFORM;
 18,-10 : (M.MAGHELPS EQL NOTRANS); *MOVE PICK(N) TO GHELPER,
 *MOVE M TO GTRANS;

SRULE FORMK : T(CALLK);
 *MOVE F5 TO KFORM;
 18,-10 : (M.MAGHELPS EQL MAGLIOS); *MOVE M TO MAGHEL/LIO;
 OTHERWISE, THE FORM OF K IS USUALLY RANDOMLY PICKED BASED UPON
 THE FORM OF VILLAIN OR LACK. A DEFEATED VILLAIN REQUIRES FORM K4.

SRULE : T(CALLK);
 *MOVE F4 TO KFORM;
 18,-10 : (S(OBJECT EQL VILLAIN) AND NUM(IFORM) EQ 1;
 SRULE : T(KFCHCK);
 *MOVE PICK(KFORMS(AFORM)) TO KFORM;
 18,-10 : NUM(SAFORM) EQ 8;
 SRULE : *MOVE PICK(KFORMS(SAFORM)) TO KFORM;
 IN ONE CASE, A FORM OF F MAY BE USED AS THE FORM OF K.

SRULE KFCHECK : (CALLK);
 *MOVE PICK(KFORMS) TO KFORM;
 18,-10 : (KFORM EQL F1);

GROUP K IS CALLED TO DESCRIBE FUNCTION K.

SRULE CALLK : *CALL K;

RETURN -- FUNCTION DOWN-ARROW (XX, P. 55-56).
 GROUP RETURN IS CALLED TO DESCRIBE THE FUNCTION, WHICH USUALLY OCCURS

SRULE FORMRET : F(SENDOGROUP);
 *CALL RETURN;
 18,-10 : (VILLAIN EQL SUBJECT) AND (VILLAIN EQL FAMILY);

PURSUIT -- FUNCTION PR (XII, P. 56-57).
 THE FUNCTIONS PURSUIT AND RESCUE ARE SKIPPED UNDER APPROPRIATE
 CIRCUMSTANCES.

SSWITCH : T(CALLEND);
 18,-5 : NUM(VILLAIN) EQ 9 OR (VILLAIN EQL FAMILY) AND
 (VILLAIN EQL DEAD);
 18,0 : (MAGRESCS EQL MAGHELPS) AND NUM(GFORM) EQ 9
 OR (TRANSFORMABILITY EQL MAGHELPS);
 18,0 : (VICTIM EQL HERO);
 18,-3,0 : NUM(HFORM) EQ 8;
 18,-3,0 : NUM(GTRANS) GT 1;

THE FORM OF PURSUIT IS RANDOMLY PICKED.

SRULE : *MOVE PFORMS(FANVIL) TO PFORMS;
 18,-10 : (VILLAIN EQL FAMILY);
 SRULE : *MOVE PICK(PFORMS) TO PFORM;

THE PURSUER IS EITHER THE VILLAIN OR HIS FRIENDS, AS NECESSARY.

SRULE : T(CALLPR);
 *MOVE PICK(POSTPUSU(VILLAIN)) TO PURSUER;
 18,-10 : NUM(IFORM) EQ 1

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SRULE : (CALLG);
 *MOVE GHELPER FROM MAGHELPS;
 NUM(GTRANS) GT 1;
 18,-18 :
 THERE IS NO APPROPRIATE MAGICAL AGENT, SO THE FORM OF G IS RANDOMLY
 PICKED, AND A HELPER IS RANDOMLY PICKED BASED UPON THE FORM OF
 G. THERE IS ONE SPECIAL CASE.
 SRULE GNONMAG : T(GF5);
 *MOVE PICK(GNMFORMS) TO GFORM;
 *MOVE PICK(GHELPER(GFORM)) TO GHELPER;
 (IFORM EQL F9);
 18,-10 :
 SRULE : (CALLG);
 *MOVE F6 TO GFORM;
 *MOVE BLOODYTRACKS TO GHELPER;
 *MOVE GREL2(GHELPER) TO GREL(F5);
 (IFORM EQL F5);
 18,-18 :
 GROUP G IS CALLED TO DESCRIBE FUNCTION G.
 SRULE CALLG : *CALL G;
 COMBAT SEQUENCE -- FUNCTIONS H, J, AND I (XVI, XVII, XVIII,
 P. 51-53). THIS SEQUENCE IS SKIPPED IF THERE IS NO VILLAIN AND UNDER
 CERTAIN OTHER CIRCUMSTANCES.
 SSWITCH : F(FORMK);
 18,-18 : NUM(VILLAIN) EQ 1;
 18,0 : (MAGHELPS EQL MOKILLS) AND (IFORM NEQ F18);
 18,-5 : (VILLAIN EQL SUBJECT);
 18,-4,0 : (IFORM EQL F3) OR (IFORM EQL F5);
 EXCEPT FOR THE CASE WHERE A MAGICAL AGENT IS TO BE USED, THE FORM
 OF FUNCTION H IS RANDOMLY PICKED AND A PAIRED FORM OF FUNCTION I
 IS USED. FUNCTION J IS ALLOWED ONLY FOR ONE TYPE OF H.
 ONE FORM OF FUNCTION I HAS NO CORRESPONDING FORM OF FUNCTION H.
 SRULE : T(CALLI);
 *MOVE F5 TO IFORM;
 *ADD VILLAIN TO DEAD;
 (M.MAGHELPS EQL MOKILLS); *MOVE M TO MAGHELPRILL;
 T(CALLH);
 *MOVE F1 TO HFORM;
 18,0 : NUM(MAGHELPRILL) EQ 1;
 SRULE : *MOVE PICK(HFORMS) TO HFORM;
 GROUPS H, J, AND I ARE CALLED TO DESCRIBE THEIR RESPECTIVE FUNCTIONS.
 SRULE CALLH : *CALL H;
 *MOVE HFORM TO IFORM;
 SRULE : *CALL J;
 18,-18 : (IFORM EQL F1);
 SRULE CALLI : *CALL I;
 LIQUIDATION -- FUNCTION K (XIX, P. 53-55).
 IF AN APPROPRIATE MAGICAL AGENT EXISTS, IT IS USED.

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OR((IFORM EQL F7) OR (IFORM EQL F1)) AND
 (S(OBJECT EQL VILLAIN))
 *MOVE VILLAIN TO PURSUER;
 SRULE :
 GROUP PR IS CALLED TO DESCRIBE FUNCTION PR.
 SRULE CALLPR : *CALL PR;
 RESCUE -- FUNCTION RS (XXII, P. 57-58).
 IF THERE IS AN APPROPRIATE MAGICAL AGENT AVAILABLE, ITS PROPER
 USE IS FORCED.
 SSWITCH : T(HELP);
 18,-18 : (M.MAGHELPS EQL MRESCS); *MOVE PICK(M) TO RHELP;
 OTHERWISE, THE FORM OF RS DEPENDS UPON THE FORM OF PR.
 SRULE : (CALLRS); *MOVE PICK(RFORMS(PFORM)) TO RFORM;
 IF A MAGICAL AGENT IS TO BE USED, THE FORM OF RS DEPENDS UPON THE
 TYPE OF AGENT.
 SRULE HELP : F(CHNG);
 *MOVE RHELP TO RSHelper(F1);
 *MOVE F1 TO RFORM;
 (RHELP EQL NOTRANS);
 (CALLRS);
 *MOVE USING TO RRESL(F1);
 18,-18 : (RHELP EQL MAGUALS);
 *MOVE PICK(HELP) TO RFORM;
 GROUP RS IS CALLED TO DESCRIBE FUNCTION RS.
 SRULE CALLRS : *CALL RS;
 GROUP END DESCRIBES THE TALE'S HAPPY ENDING.
 THIS COMPLETES THE MASTER GROUP.
 SRULE CALLEND : *CALL END;
 SENDGROUP;

THE SEPARATE GROUPS NOW FOLLOW. EACH FUNCTION HAS A GROUP WHICH
 DESCRIBES IT. THE GROUP NAMES ARE GENERALLY THE SAME AS THE
 FUNCTION DESIGNATIONS. THERE ARE SEVERAL EXTRA GROUPS WHICH PERFORM
 SOME NECESSARY INTERGROUP EXPLANATIONS. ALL GROUPS ARE CALLED
 FROM THE MASTER GROUP.
 GROUP ALPHA -- THE INITIAL SITUATION (P. 25-26).
 THE CHARACTERS ARE DESCRIBED BY PICKING THEM ONE AT A TIME AND
 FINDING THE ROLE THEY ARE PLAYING.

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1915 $GROUP ALPHA : 18M/OFF;
1916 $RULE : *FAMNAM LIVEIN STORYLOC;
1917 *MOVE FAMILY TO FANTMP;
1918
1919 *GET NEXT CHARACTER FROM THE FAMILY, AND HIS SEX.
1920
1921 $RULE NEXTMEMBER : F(FAMILYDONE);
1922 *MOVE PICK(FANTMP) TO MEMBER;
1923 *REMOVE MEMBER FROM FANTMP;
1924 *MOVE GENDER(MEMBER) TO SEX;
1925 NUM(FANTMP) GT 0;
1926
1927 10,-10 :
1928 *CHARACTER IS THE HERO.
1929
1930 $RULE : T(NEXTMEMBER);
1931 *INSERT (MEMBER IS CHILD(SEX)) (CHILD(SEX) BRAVE);
1932 (MEMBER EQL HERO);
1933
1934 *CHARACTER IS A NON-PARENT VICTIM.
1935
1936 $RULE : T(WHATOWNED);
1937 *INSERT (MEMBER IS CHILD(SEX)) (CHILD(SEX) UNLUCKY);
1938 (MEMBER EQL VICTIM);
1939 (MEMBER EQL PARENTS(SEXES));
1940
1941 *CHARACTER IS A PARENT AND OWNER.
1942
1943 $RULE : F(NEXTTROLE);
1944 PARENT(SEX) IS MEMBER;
1945 (MEMBER EQL OWNER) AND (OWNER EQL PARENTS(SEXES));
1946
1947 *DESCRIBE WHAT OBJECT THE VICTIM-OWNER OWNS.
1948
1949 $RULE WHATOWNED : (NEXTMEMBER);
1950 MEMBER HAVE VOBJECT;
1951 (VICTIM EQL OWNER) AND NOT (VOBJECT EQL BODYPARTS);
1952
1953 *CHARACTER IS A NON-PARENT OWNER.
1954
1955 $RULE NEXTTROLE : T(NEXTMEMBER);
1956 *INSERT (MEMBER IS CHILD(SEX)) (CHILD(SEX) OLDEST);
1957 (MEMBER EQL OWNER);
1958
1959 *CHARACTER IS A PARENT, BUT HAS NO OTHER ROLE.
1960
1961 $RULE : T(NEXTMEMBER);
1962 MEMBER IS PARENT(SEX);
1963 (MEMBER EQL PARENTS(SEXES)) AND
1964 NOT (MEMBER EQL VILLAIN);
1965
1966 *CHARACTER IS A PARENT AND VILLAIN.
1967
1968 $RULE : T(NEXTMEMBER);
1969 *INSERT (MEMBER IS PARENT(SEX)) (PARENT(SEX) STEP);
1970 (MEMBER EQL PARENTS(SEXES));
1971
1972 *CHARACTER IS A NON-PARENT VILLAIN.
1973
1974 $RULE : (NEXTMEMBER);
1975 *INSERT (MEMBER IS CHILD(SEX)) (CHILD(SEX) WICKED);
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2176 .
2177 .
2178 .
2179 THE INITIAL SITUATION AND LACK ARE DESCRIBED.
2180 .
2181 .
2182 $GROUP SA : 10M/OFF;
2183 $RULE :
2184     T(NEED)
2185     PLACE IS STORYLOC.
2186     FAMILY ALONE;
2187     NUM(FAMILY) EQ 1;
2188     FAMNAM LIVEIN STORYLOC;
2189     X.FAMILY;
2190     $MOVE GENDER(X) TO SEX;
2191     T(SNEXT X)
2192     PARENT(SEX) IS X;
2193     (X EQL PARENTS(SEX));
2194     *INSERT (CHILD(SEX) IS X) (CHILD(SEX) OLDEST);
2195     $SENDGROUP;
2196     $SENDGROUP;
2197 .
2198 .
2199 $GROUP B -- DISPATCH (IX, P. 36).
2200 EACH FORM OF B REQUIRES A DIFFERENT RULE. IN ADDITION, ONE FORM
2201 MAY USE ONE OF THREE RULES DEPENDING ON THE FORM OF A.
2202 .
2203 .
2204 $GROUP B : 10M/OFF;
2205 .
2206 IF A SUBSTITUTION OCCURRED, IT IS DISCOVERED.
2207 .
2208 $RULE :
2209     T(FIRSTFORM)
2210     DISPATCHER DISCOVER SUBSTITUTION;
2211     NUM(FAMILY) EQ 1 AND NUM(DISPATCHER) EQ 1;
2212     $HERO DISCOVER SUBSTITUTION;
2213     NUM(FAMILY) EQ 1;
2214     $RULE FIRSTFORM : T(SENDDGROUP);
2215     *INSERT (DISPATCHER CALLFOR HELP) (HELP FROM SEEKER);
2216     (F1 EQL BFORM);
2217     $RULE :
2218     T(SENDDGROUP);
2219     *INSERT (DISPATCHER SEND SEEKER) (SEND SEARCH);
2220     (SEARCH FOR SUBJECT);
2221     (F2 EQL BFORM);
2222     $RULE :
2223     T(SENDDGROUP);
2224     *INSERT (SEEKER ASK PERMISSION) (PERMISSION TO);
2225     (TO LEAVE);
2226     (F3 EQL BFORM);
2227     $SWITCH :
2228     (F4 EQL BFORM);
2229     $RULE :
2230     T(SENDDGROUP);
2231     DISPATCHER CALLFOR HERO;
2232     (VILLAIN EQL DISPATCHER);
2233     $RULE :
2234     HERO MEET DISPATCHER;
2235 .
2236 FOR FORM 4, THE ANNOUNCEMENT REPEATS THE ORIGINAL STATEMENT OF THE
2237 VILLAIN AS IN GROUP A, BUT IS PUT INTO THE PAST TENSE.
2238 .
2239 $RULE B4 :
2240     T(SENDDGROUP);
2241     *INSERT (DISPATCHER ANNOUNC THAT)
2242     (VILLAIN AREL(AFORM) OBJECT);
2243     (AFORM EQL ADIFF);
2244     T(SENDDGROUP);
2245 .
2246 .
2247 .

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2248 .
2249 .
2250 .
2251 *INSERT (DISPATCHER ANNOUNC THAT)
2252 (VILLAIN AREL(AFORM) VICTIM);
2253 (AFORM EQL F6) OR (AFORM EQL F12);
2254 (SENDDGROUP);
2255 *INSERT (DISPATCHER ANNOUNC THAT)
2256 (VILLAIN AREL(AFORM) OBJECT);
2257 (OBJECT AREL2(AFORM) AGR(AFORM));
2258 $RULE AFS :
2259     T(SENDDGROUP);
2260     *INSERT (HERO FREED) (FREED SECRETLY);
2261     (F6 EQL BFORM);
2262     $RULE :
2263     T(SENDDGROUP);
2264     *INSERT (LAMENT SONG) (SONG FOR VICTIM);
2265     (F7 EQL BFORM);
2266     $RULE :
2267     *INSERT (OWNER TAKEAWAY VICTIM) (TAKEAWAY FROM SOME);
2268     (F5 EQL BFORM);
2269     $SENDGROUP;
2270 .
2271 .
2272 $GROUP C -- BEGINNING COUNTERACTION (X, P. 38).
2273 .
2274 .
2275 .
2276 $GROUP C : 10M/OFF;
2277 $RULE :
2278     *INSERT (SEEKER DECIDE) (DECIDE SEARCH);
2279     (SEARCH FOR COM);
2280     $SENDGROUP;
2281 .
2282 .
2283 $GROUP DEPART -- DEPARTURE (XI, P. 39).
2284 A VICTIM-HERO IS ALWAYS ASSUMED TO ALREADY BE AWAY FROM HOME, AND
2285 WANDERING IN AN ATTEMPT TO RETURN.
2286 .
2287 $GROUP DEPART : 10M/OFF;
2288 $RULE :
2289     T(SENDDGROUP);
2290     *INSERT (HERO LEAVE) (LEAVE ON SEARCH);
2291     (HERO EQL VICTIM);
2292     $RULE :
2293     HERO WANDERING;
2294     $SENDGROUP;
2295 .
2296 $GROUP D -- FIRST FUNCTION OF THE DONOR (XII, P. 39).
2297 AFTER AN INTRODUCTION, EACH FORM OF D REQUIRES A DIFFERENT (SET OF)
2298 RULE(S). SOME FORMS NEED A DESCRIPTION OF THE DONOR.
2299 .
2300 $GROUP D : 10M/OFF;
2301 $RULE :
2302     *INSERT (HERO MEET DONOR) (MEET ALONG WAY);
2303     (DONOR DYING);
2304     (DFORM EQL F3);
2305 .
2306 THESE TWO FORMS USE THE PREDICATE NODE, TASK, WHICH HAS BEEN
2307 PREVIOUSLY CONSTRUCTED BY A CALL ON THE NAME OF THE DONOR.
2308 .
2309 $RULE :
2310     T(SENDDGROUP);
2311     DONOR AREL(DFORM) TASK;
2312     (DFORM EQL F1) OR (DFORM EQL F3);
2313     $RULE :
2314     T(SENDDGROUP);
2315     DONOR GREET HERO;
2316     *INSERT (DONOR ASK HERO) (ASK ANSWER QUESTION);
2317     (DFORM EQL F2);
2318 .
2319 .
2320 .

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2308 .
2309 .
2310 .
2311 $RULE :
2312     T(SENDDGROUP);
2313     DONOR IMPRISONED;
2314     *INSERT (DONOR ASK) (ASK BE) (BE FREED);
2315     (DFORM EQL F4);
2316     $RULE :
2317     T(SENDDGROUP);
2318     *INSERT (DONOR THREATENED) (THREATENED BY HERO);
2319     *INSERT (DONOR REQUEST MERCY) (REQUEST FROM HERO);
2320     (DFORM EQL F5);
2321     $RULE :
2322     T(SENDDGROUP);
2323     *INSERT (DONOR FIGHTINGWITH FRIEND)
2324     (FIGHTINGWITH OVER DISTYPE);
2325     *INSERT (DONOR ASK HERO) (ASK DIVIDE DISTYPE);
2326     (DFORM EQL F6);
2327     $RULE :
2328     T(SENDDGROUP);
2329     *INSERT (DONOR ATTEMPT) (ATTEMPT BY);
2330     (ATTEMPT KILL HERO) (BY1 KILLMETH);
2331     (DFORM EQL F8);
2332     $RULE :
2333     T(SENDDGROUP);
2334     *INSERT (DONOR BRAWL) (BRAWL WITH HERO)
2335     (BRAWL IN FORESTHUT);
2336     (DFORM EQL F9);
2337 .
2338 EITHER ONE OR THREE AGENTS ARE OFFERED FOR EXCHANGE (AS
2339 PREVIOUSLY DETERMINED).
2340 .
2341 $RULE :
2342     T(SENDDGROUP);
2343     *INSERT (DONOR OFFER MAGHELPS) (OFFER TO HERO)
2344     (OFFER FOR EXCHANGE);
2345     (DFORM EQL F1);
2346     $RULE :
2347     T(SENDDGROUP);
2348     *INSERT (DONOR OFFER MAGHELPS) (MAGHELPS) RAND
2349     MAGHELPS2 (MAGHELPS) RAND MAGHELPS3);
2350     *INSERT (THEY OFFEREDTO HERO) (OFFEREDTO FOR EXCHANGE);
2351     $SENDGROUP;
2352 .
2353 $GROUP E -- REACTION (XIII, P. 42).
2354 EACH FORM, WHICH IS PAIRED WITH THE FORM OF D, REQUIRES A
2355 DIFFERENT (SET OF) RULE(S). FORMS 1 AND 3 USE A PREDICATE
2356 NODE, TRESP, WHICH HAS BEEN PREVIOUSLY CONSTRUCTED.
2357 .
2358 $GROUP E : 10M/OFF;
2359 $RULE :
2360     T(SENDDGROUP);
2361     HERO RESPOND TRESP;
2362     (DFORM EQL F1);
2363     $RULE :
2364     T(SENDDGROUP);
2365     HERO ANSWER QUESTION;
2366     (DFORM EQL F2);
2367     $RULE :
2368     T(SENDDGROUP);
2369     HERO RESPOND TRESP;
2370     (DFORM EQL F3);
2371     $RULE :
2372     T(SENDDGROUP);
2373     HERO FREE DONOR;
2374     (DFORM EQL F4);
2375     $RULE :
2376     T(SENDDGROUP);
2377     *INSERT (HERO SHOW MERCY) (SHOW TOWARD DONOR);
2378     (DFORM EQL F5);
2379     $SWITCH :
2380     (DFORM EQL F6);
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143  RULE :      (SENDGROUP)
144  10.-10 :    *INSERT (MAGHELPS COME) (COME FROM MAGHELPORTIG);
145  (MAGHELPORTIG EQL MAGCHANGS);
146  THREE MAGICAL AGENTS ACQUIRED.
147  RULE THREE : *INSERT (MAGHELPI RAND MAGHELPI3)
148  (MAGHELPI RAND MAGHELPI2) (MAGHELPI3 PREL (PFORM) HERO);
149  RULE :      (SENDGROUP)
150  10.-10 :    *HERO TAKE THEM;
151  (PFORM EQL F2) OR (PFORM EQL F3) OR (PFORM EQL F9);
152  THREE AGENTS ACQUIRED BY THEIR COMING FROM ANOTHER AGENT.
153  RULE CHANG3 : *INSERT (MAGHELPI RAND MAGHELPI3) (MAGHELPI RAND MAGHELPI2)
154  (MAGHELPI3 COME) (COME FROM MAGHELPORTIG);
155  SENDGROUP;
156  GROUP G -- TRANSFERENCE (XV, P. 58).
157  ONE RULE HANDLES ALL FORMS OF G, EXCEPT THAT A VICTIM-HERO RETURNS
158  HOME. THEN, THE TRANSPORTATION AGENT IS DESCRIBED.
159  SGROUP G :  10M/OFF;
160  RULE :      T(METHOD)
161  *INSERT (HERO TRAVEL) (TRAVEL TO LOCATIO)
162  (LOCATIO OF SUBJECT) (SUBJECT IN KINGDOM)
163  (KINGDOM OTHER);
164  -10.-10 :  (SUBJECT EQL VILLAIN) AND (VILLAIN EQL FAMILY);
165  RULE :      HERO RETURN HOME;
166  RULE METHOD : HERO GREL (PFORM) GRELPER;
167  SENDGROUP;
168  GROUP H -- STRUGGLE (XVI, P. 51).
169  EACH OF THE THREE FORMS REQUIRES A SEPARATE RULE.
170  SGROUP H :  10M/OFF;
171  RULE :      HERO FIND VILLAIN;
172  T(SENDCGROUP)
173  *INSERT (THEY FIGHT) (FIGHT IN FIELD) (FIELD OPEN);
174  (PFORM EQL F1);
175  RULE :      T(SENDCGROUP)
176  *INSERT (THEY ENGAGE) (ENGAGE IN COMPETITION);
177  (PFORM EQL F2);
178  RULE :      THEY PLAY CARDS;
179  SENDGROUP;
180  GROUP I -- VICTORY (XVIII, P. 53).
181  EACH FORM REQUIRES A DIFFERENT (SET OF) RULE(S).
182  SGROUP I :  10M/OFF;
183  SWITCH :    T(ISKIP1);
184  -10.-10 :  (PFORM EQL F1);
185  FOR FORM ONE, IF APPROPRIATE, A MAGICAL AGENT IS USED.

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186  RULE :      T(SENDCGROUP)
187  *INSERT (VILLAIN DEFEATED) (DEFEATED BADLY);
188  NUM(MAGHELPKILL) EQL 5;
189  T(SENDCGROUP)
190  *INSERT (HERO DEFEAT VILLAIN) (DEFEAT WITH AID) (AID OF
191  MAGHELPKILL);
192  RULE ISKIP1 : T(SENDCGROUP)
193  *INSERT (HERO WIN) (WIN WITH HELP) (HELP OF CLEVERNESS)
194  (PFORM EQL F2);
195  RULE :      T(SENDCGROUP)
196  *INSERT (VILLAIN TROUNCED) (TROUNCED AT CARDS);
197  (PFORM EQL F3);
198  FOR FORM 5 A MAGICAL AGENT MAY BE USED.
199  RULE :      HERO SURPRISE VILLAIN;
200  T(SENDCGROUP)
201  *INSERT (HERO KILL VILLAIN) (KILL) WITHOUT NFIGHT);
202  NUM(MAGHELPKILL) EQL 5;
203  RULE :      *INSERT (HERO KILL VILLAIN) (KILL WITH AID) (AID OF
204  MAGHELPKILL);
205  SENDGROUP;
206  GROUP J -- BRANDING (XVII, P. 52).
207  ONLY ONE POSSIBLE FORM IS IMPLEMENTED.
208  SGROUP J :  10M/OFF;
209  RULE :      HERO WOUNDED;
210  SENDGROUP;
211  GROUP K -- LIQUIDATION (XIX, P. 53).
212  THERE IS ONE BASIC RULE FOR FUNCTION K.
213  SGROUP K :  10M/OFF;
214  TEST FOR FUNCTION K ACTING LIKE FUNCTION F.
215  SWITCH :    T(PFORMK);
216  -10.-10 :  (PFORM EQL F1);
217  TEST FOR FORM K USING A MAGICAL AGENT.
218  SWITCH :    T(PFORMK);
219  -10.-10 :  (PFORM EQL F5);
220  BASIC RULE FOR FUNCTION K. IF THE PREVIOUS ACTION (KILLING THE
221  VILLAIN) HAS ALREADY LIQUIDATED THE MISFORTUNE (THE VILLAIN) THEN
222  NOTHING IS DONE IN FUNCTION K.
223  RULE :      (SENDGROUP)
224  *INSERT (SUBJECT KREL (PFORM)) (KREL (PFORM) BY HERO);
225  -10.-10 :  (PFORM EQL F4) AND (SUBJECT EQL VILLAIN);
226  FUNCTION K ACTS LIKE FUNCTION F, AND THE FORMS OF F ARE USED AGAIN.

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227  RULE FORMK : T(SENDCGROUP)
228  SUBJECT PREL (PFORM) HERO;
229  FUNCTION K USES A MAGICAL AGENT.
230  RULE FORMK : T(SENDCGROUP)
231  *INSERT (SUBJECT APPEAR) (APPEAR FROM MAGHELPLIO);
232  (SAPORM EQL F5);
233  RULE :      *INSERT (GOLD PRODUCED) (PRODUCED BY MAGHELPLIO);
234  SENDGROUP;
235  GROUP RETURN (XX, P. 55).
236  SGROUP RETURN : 10M/OFF;
237  RULE :      T(SENDCGROUP)
238  *INSERT (HERO START) (START BACK HOME);
239  (HERO EQL VICTIM) OR (SUBJECT EQL VILLAIN) AND
240  (PFORM EQL F7);
241  RULE :      *INSERT (HERO START) (START WITH SUBJECT)
242  (START BACK HOME);
243  SENDGROUP;
244  GROUP PR -- PURSUIT (XXI, P. 56).
245  AFTER TWO SPECIAL CASES, THERE IS ONE BASIC RULE.
246  SGROUP PR :  10M/OFF;
247  RULE :      T(SENDCGROUP)
248  *INSERT (PURSUER TEMPT HERO)
249  (TEMPT BY1) (BY1 CHANGE1)
250  (CHANGE1 INTO OBJECT) (OBJECT ALLURING);
251  (PFORM EQL F4);
252  RULE :      T(SENDCGROUP)
253  PURSUER PURSUE HERO,
254  *INSERT (HERO HIDE) (HIDE IN TREE);
255  *INSERT (PURSUER ATTEMPT) (ATTEMPT GNAW) (GNAW THROUGH
256  TREE);
257  -10.-10 :  (PFORM EQL F7);
258  BASIC RULE, SUBSCRIPTED ON THE FORM OF P.
259  RULE :      *INSERT (PURSUER PREL (PFORM)) (PREL (PFORM)
260  PREL2 (PFORM) HERO);
261  SENDGROUP;
262  GROUP RS -- RESCUE (XXII, P. 57).
263  THERE IS ONE SPECIAL CASE, ALL OTHERS BEING HANDLED IN ONE GENERAL
264  RULE. A RANDOM HELPER IS PICKED, EXCEPT THAT THE HELPER MAY HAVE
265  ALREADY BEEN CHOSEN BY THE MASTER GROUP (IN THE CASE OF A MAGICAL
266  HELPER).
267  SGROUP RS :  10M/OFF;
268  RULE :      T(SENDCGROUP)
269  *INSERT (HERO ESCAPE)
270  (ESCAPE BY1) (BY1 RSREL1 (RSFORM));

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271  (RSREL1 (RSFORM) RSREL2 (RSFORM)
272  PICK (PSHELPER (RSFORM)));
273  -10.-10 :  (RSFORM EQL F2);
274  RULE :      *INSERT (HERO ESCAPE)
275  (ESCAPE BY1) (BY1 RSREL1 (RSFORM))
276  (RSREL1 (RSFORM) RSREL2 (RSFORM)
277  PICK (PSHELPER (RSFORM)));
278  (RSREL1 (RSFORM) RSREL2 (RSFORM)
279  PICK (PSHELPER (RSFORM)));
280  SENDGROUP;
281  GROUP END.
282  A HAPPY ENDING IS ASSURED.
283  SGROUP END :  10M/OFF;
284  RULE :      T(SENDCGROUP)
285  HERO RETURN HOME;
286  -10.-10 :  ((SUBJECT EQL PEOPLE) OR (SAPORM EQL F1))
287  AND NOT (HERO EQL VICTIM);
288  RULE :      THEY RETURN HOME;
289  SENDGROUP;
290  THE LAST FIVE GROUPS CORRESPOND TO THE FIVE DONORS WHO ARE CALLED
291  AS GROUPS. EACH GROUP SETS UP TWO PREDICATE NODES -- ONE FOR THE
292  TASK TO BE GIVEN BY THE DONOR TO THE HERO, THE OTHER FOR THE FINAL
293  (POSITIVE) RESPONSE OF THE HERO. THIS ALLOWS FOR SIMPLE,
294  GENERAL RULES IN GROUPS D AND E FOR FORMS 1 AND 3.
295  SGROUP COM : 10M/OFF;
296  RULE :      ULST XX;
297  *INSERT (HERO EAT) (MEAT HERO) (EAT NOT1) (EAT OF MEAT);
298  *INSERT (HERO BE) (BONES IN GARDEN) (RANDOM BURY)
299  (GATHER PANDI) (BE GATHER BONES);
300  *INSERT (HERO BE1) (FORGET NOT1) (BE1 FORGET COW);
301  *INSERT (HERO FOLLOW INSTRUCTIONS)
302  (INSTRUCTIONS OF COM);
303  *DISCADD (HERO EAT) TO TASK;
304  *DISCADD (HERO BE1) TO TASK;
305  *DISCADD (HERO BE) TO TASK;
306  *DISCADD (HERO FOLLOW INSTRUCTIONS) TO TRESP,
307  LST XX;
308  SENDGROUP;
309  SGROUP NAM : 10M/OFF;
310  RULE :      ULST XX;
311  *INSERT (HERO SPEND NIGHTS) (GRAVE HIS)
312  (SPEND BESIDE GRAVE) (NIGHTS THREE);
313  *INSERT (HERO SIT) (GRAVE HIS) (NIGHTS THREE)
314  (SIT FOR NIGHTS) (SIT BY GRAVE);
315  *DISCADD (HERO SPEND NIGHTS) TO TASK;
316  *DISCADD (HERO SIT) TO TRESP,
317  LST XX;
318  SENDGROUP;
319  SGROUP STOVE : 10M/OFF;
320  RULE :      ULST XX;
321  *INSERT (HERO EAT1 MEAL) (HAVE1 PREPARED)
322  (IT HAVE1) (MEAL WHICH IT);
323  *INSERT (HERO PARTAKE1) (PARTAKE OF MEAL);

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SENDGROUP;
 \$GROUP WITCH :
 \$RULE :

*DISCADD (HERO EAT1 REAL) TO TASK,
 *DISCADD (HERO PARTAKE) TO TRESP,
 LST XX;
 10M/OFF;
 ULST XX,
 *INSERT (HERO LISTEN) (WITHOUT1 FALLASLEEP)
 (LISTEN TO GUSLA) (LISTEN WITHOUT1)
 *INSERT (HERO STAY) (LISTEN TO GUSLA) (WHILE1 LISTEN)
 (STAY AWAKE) (STAY WHILE1),
 *DISCADD (HERO LISTEN) TO TASK,
 *DISCADD (HERO STAY) TO TRESP,
 LST XX;
 SENDGROUP;
 \$GROUP FORESTEN :
 \$RULE :

10M/OFF;
 ULST XX,
 *INSERT (HERO WORK) (WORK IN FOREST)
 (YEARS THREE) (WORK FOR YEARS),
 *INSERT (HERO SPEND YEARS) (TOIL FOR FORESTEN)
 (SPEND TOIL) (SPEND IN FOREST) (YEARS THREE),
 *DISCADD (HERO WORK) TO TASK,
 *DISCADD (HERO SPEND YEARS) TO TRESP,
 LST XX;
 SENDGROUP;
 SEND :

10.4 Surface Structure//Semantics Rules

TYPES

- 1 O
- 2 RA
- 3 RV
- 4 NP
- 5 RPOS
- 6 RADV
- 7 RNUL
- 8 RAND

GRAMMAR			SUB-TYPE	MAP	TRANS	PRED
1 S	----	NP	VP	0-0	0-RV	0-
2 S	----	NP	AP	0-0	0-R	0-
3 S	----	NPR	CONJ	0-0	0-RAND	0-0
4 S1	----	NP	VP	0-0	0-RV	0-
5 AP	----	IS	MOD	0-R	0-	0-
6 THAT2	----	THAT	S	1-0	0-	0-
7 NP	----	NARCZ		0-0	0-	0-
8 NP	----	ART	NPP	0-0	0-	0-
9 NP	----	NP	NPP	0-0	0-	0-
10 NP	----	NPR	CONJ	0-0	0-RPOS	0-0
11 NARC1	----	NPP	CONJ	0-0	0-RAND	0-0
12 NPP	----	NARC		0-0	0-	0-
13 NPP	----	R		0-0	0-	0-
14 NPP	----	NPP	MOD	0-0	0-RP	0-
15 NPP	----	NPP	VP	0-0	0-RV	0-
16 NPP	----	NPP	ADJ	0-0	1-RA	0-
17 NPP	----	MOD	NPP	0-0	0-RA	0-
18 NPC	----	NP	AND1	0-0	0-	0-
19 NPR	----	NP		0-0	0-	0-
20 NPR	----	NP	VP	0-0	0-RV	0-
21 NPR	----	NP	AP	0-0	0-R	0-
22 NPR	----	NPR	CONJ1	0-0	0-RAND	0-0
23 VP	----	V		0-RV	0-	0-
24 VP	----	VP	VP	0-RV	4-RV	0-
25 VP	----	VP	VP	3-RV	0-RV	0-
26 VP	----	VP	VP	1-RV	0-RV	0-
27 VP	----	VP	VP1	0-RV	0-RV	0-
28 VP	----	VP	PR1	6-RV	2-0	0-
29 VP	----	VP	PR3	5-RV	2-0	0-
30 VP	----	VP	PR2	0-RV	2-0	0-
31 VP	----	VP	THAT2	2-RV	1-0	0-
32 VP	----	VP	THAT2	0-RV	1-0	0-
33 VP	----	VP	NP	0-RV	0-0	0-
34 VP	----	VP	MOD	0-RV	0-RA	0-
35 VP	----	VP	MOD	0-RV	0-RP	0-
36 VP	----	VP	ADV	0-RV	1-RADV	0-
37 VP	----	ADV	VP	0-RV	0-RADV	0-
38 VP	----	VP	CONJ	0-RV	0-RAND	0-
39 VP	----	VP	NP	0-RV	0-RNUL	0-0

GRAMMAR	SUB-TYPE					HAP	TRANS	PRED
40	VP2	---->	PREP		0-RP	0-	0-	1 0 0
41	VP2	---->	TC	VP	0-RV	0-	0-	2 0 0
42	VP2	---->	PREP	NP	0-RP	2-0	0-	1 0 0
43	VP2	---->	FREP	NP	0-RP	0-0	0-	1 2 0
44	VP2	---->	FREP	MOD	0-RP	0-RV	0-	1 2 0
45	CONJ	---->	AND	NPR	0-0	0-	0-	2 0 0
46	CONJ	---->	AND	VP	0-RAND	0-RV	0-	1 2 0
47	CONJ1	---->	AND1	NP	0-0	0-	0-	2 0 0
48	PR1	---->	BY	VP	0-0	0-RV	0-	0 2 0
49	PR2	---->	THAT	S1	0-0	0-	0-	2 0 0
50	PR3	---->	NPC	VP	0-0	0-RV	0-	1 2 0
51	MOD	---->	PREP		0-RP	0-	0-	1 0 0
52	MOD	---->	ADJ		0-RA	0-	0-	1 0 0
53	MOD	---->	VP		0-RV	0-	0-	1 0 0
54	MOD	---->	MOD	VP	3-RP	0-RV	0-	1 2 0
55	MOD	---->	MOD	VP	2-RP	0-RV	0-	1 2 0
56	MOD	---->	MOD	VP	1-RP	0-RV	0-	1 2 0
57	MOD	---->	MOD	VP	0-RP	0-RV	0-	1 2 0
58	MOD	---->	MOD	NP	1-RP	0-0	0-	1 2 0
59	MOD	---->	ADJ	THAT2	0-RA	1-0	0-	1 2 0
60	MOD	---->	MOD	NP	0-R	0-0	0-	1 2 0
61	MOD	---->	ADV	ADJ	0-RA	0-RADV	0-	2 1 0
62	MOD	---->	MOD	VP2	0-RA	0-RV	0-	1 2 0
63	MOD	---->	MOD	VP2	0-RA	0-RP	0-	1 2 0

TRANS 3 SETS FEATURE 8 FOR SYMBOL 2
 TRANS 3 DELETES FEATURE 5 FOR SYMBOL 2
 TRANS 4 SETS FEATURE 7 FOR SYMBOL 2
 TRANS 4 DELETES FEATURE 5 FOR SYMBOL 2
 TRANS 5 DELETES FEATURE 5 FOR SYMBOL 2
 TRANS 5 SETS FEATURE 6 FOR SYMBOL 2
 TRANS 6 SETS FEATURE 2 FOR SYMBOL 2
 TRANS 7 SETS FEATURE 10 FOR SYMBOL 1

LOWTRANS SUFFIX

- 1
- 2 S
- 3 ES
- 4 D
- 5 ED
- 6 LY
- 7 Y
- 8 ING
- 9 EN
- 10 N
- 11 S
- 12

CHANGE STACK FOR TIME 0M

1: (PARANOV'S LIVE IN DISTANTP) SET AT 0M
 2: (VASILISA IS DAUGHTER) SET AT 0M
 3: (DAUGHTER UNLUCKY) SET AT 0M
 4: (BALDAK IS FATHER) SET AT 0M
 5: (ELENA IS DAUGHTER) SET AT 0M
 6: (DAUGHTER BRAVE) SET AT 0M
 7: (VLADIMIR IS SON) SET AT 0M
 8: (SON WICKED) SET AT 0M
 9: (VLADIMIR HATE VASILISA) SET AT 0M
 10: (MOTHER IS MARTHA) SET AT 0M
 11: (BALDAK RAND VASILISA) SET AT 0M
 12: (BALDAK RAND ELENA) SET AT 0M
 13: (VASILISA IN HOUSE) SET AT 0M
 14: (BALDAK SAY2 INTERDIC) SET AT 0M
 15: (ELENA LEAVE1 HOUSE) SET AT 0M
 16: (BALDAK LEAVE) SET AT 0M
 17: (LEAVE GOTOWAR) SET AT 0M
 18: (ELENA LEAVE1 HOUSE) SET AT 0M
 19: (VLADIMIR ASK1 VILLAGER) SET AT 0M
 20: (ASK1 WHEREIS VASILISA) SET AT 0M
 21: (VILLAGER SAY2 THAT) SET AT 0M
 22: (VASILISA IN HOUSE) SET AT 0M
 23: (VLADIMIR THREATEA VASILISA) SET AT 0M
 24: (ELENA ASK1 PERMISSI) SET AT 0M
 25: (PERMISSI TOL) SET AT 0M
 26: (TOL LEAVE) SET AT 0M
 27: (ELENA DECIDE) SET AT 0M
 28: (DECIDE SEARCH1) SET AT 0M
 29: (SEARCH1 FOR HELP) SET AT 0M
 30: (ELENA LEAVE) SET AT 0M
 31: (LEAVE ON SEARCH) SET AT 0M

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
 VASILISA IS THE UNLUCKY DAUGHTER.
 BALDAK IS THE FATHER.
 ELENA IS THE BRAVE DAUGHTER.
 VLADIMIR IS THE WICKED SON.
 VLADIMIR HATES VASILISA.
 THE MOTHER IS MARTHA.
 BALDAK , ELENA AND VASILISA ARE IN THE HOUSE.
 BALDAK SAYS ELENA , LEAVE THE HOUSE.
 BALDAK LEAVES TO GO TO WAR.
 ELENA LEAVES THE HOUSE.
 VLADIMIR ASKS A VILLAGER WHERE IS VASILISA.
 THE VILLAGER SAYS THAT VASILISA IS IN THE HOUSE.
 VLADIMIR THREATENS TO EAT VASILISA.
 ELENA ASKS PERMISSION TO LEAVE.
 ELENA DECIDES TO SEARCH FOR HELP.
 ELENA LEAVES ON A SEARCH.

Commentary on Change Stack for 0M

Before 1 Form 17 of function A is chosen. Initial classes filled:
 STORYLOC=0DISTANTPROVINCE, FAMNAM=PARANOV'S,
 VLOC=HOUSE(location of villainy), HERO=ELENA(in family),
 VILLAIN=VLADIMIR(in family, allowable due to form of A, but
 not a parent), VICTIM=VASILISA(must be in family,)
 VOBJECT(object of the villainy)=VICTIM=VASILISA,
 OWNER=BALDAK(father), GROUP PICKPARENTS called and MARTHA
 picked as the mother.

1-10 GROUP ALPHA.

Before 11 Interdiction will occur. BALDAK picked as ABSENTOR and form 1
 of BETA chosen. Form 2 of GAMMA chosen, and an inverted form
 of interdiction is constructed in the predicate node INTERDICT.

11-15 GROUP GAMMA.

16-17 GROUP BETA.

18 GROUP DELTA.

Before 19 GROUP VILLARIV will be skipped. Reconnaissance chosen to occur.
 Form 1 of EPSILON will be used since the villain is in the family.
 EPSOBJECT=VOBJECT=VASILISA.

19-20 GROUP EPSILON.

21-22 GROUP PSI.

Before 23 No concomitant forms of villainy are possible.
 SBJECT(sought after object)=VILLAIN=VLADIMIR.

23 GROUP A.

Before 24 Form 3 of B picked. No DISPATCHER is needed.

24-26 GROUP B.

Before 27 COBJ=HELP since villain is sought after and in family.

27-29 GROUP C.

30-31 GROUP DEPART.

TALE 51

Commentary on Change Stack for 1D

CHANGE STACK FOR TIME 1D

1: (ELENA MEET FORESTKN) SET AT 1D
2: (MEET ALONG WAY) SET AT 1D
3: (FORESTKN ATTEMPT) SET AT 1D
4: (ATTEMPT BY1) SET AT 1D
5: (ATTEMPT KILL1 ELENA) SET AT 1D
6: (BY1 ROASTING) SET AT 1D
7: (ELENA KILL1 FORESTKN) SET AT 1D
8: (KILL1 BY1) SET AT 1D
9: (BY1 ROASTING) SET AT 1D
10: (MAGFLINT FOUNDBY ELENA) SET AT 1D
11: (MAGBOW RAND MAGCARPE) SET AT 1D
12: (MAGBOW RAND MAGBIRD) SET AT 1D
13: (MAGCARPE COME) SET AT 1D
14: (COME FROM MAGFLINT) SET AT 1D
15: (ELENA RETURN HOME) SET AT 1D
16: (ELENA TRAVELBY MAGCARPE) SET AT 1D
17: (ELENA SURPRISE VLADIMIR) SET AT 1D
18: (ELENA KILL1 VLADIMIR) SET AT 1D
19: (KILL1 WITH AID) SET AT 1D
20: (AID OF MAGBOW) SET AT 1D

ELENA MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT ATTEMPTS TO KILL ELENA BY ROASTING.
ELENA KILLS THE FOREST KNIGHT BY ROASTING.
A MAGIC FLINT IS FOUND BY ELENA.
A MAGIC BOW , A MAGIC BIRD AND A MAGIC CARPET COME FROM THE MAGIC FLINT.
ELENA RETURNS HOME.
ELENA TRAVELS BY THE MAGIC CARPET.
ELENA SURPRISES VLADIMIR.
ELENA KILLS VLADIMIR WITH THE AID OF THE MAGIC BOW.

Before 1 Donor sequence. MAGICBOW, MAGICBIRD, AND MAGCARPET are chosen as the three magical agents (MAGHELPS) to be acquired. They will come from MAGHELPORIG=MAGFLINT. Form 8 of D picked, and FORESTKN chosen as DONOR.

1-6 GROUP D.

Before 7 Trebling is chosen not to occur.

7-9 GROUP E

Before 10 Based on form of D, form 5 of F is picked.

10-14 GROUP F.

Before 15 There is a magical agent for transference (GHELPER=MAGCARPET) . Form 1 of G is chosen based on the magical agent.

15-16 GROUP G

Before 17 There is a magical agent for compat (MAGHELPKILL=MAGBOW). Form 5 of I is used, which doesn't use function H.

17-20 GROUP I.

-- Form 4 of K is picked, since the villain is defeated. GROUP K is called, but produces no output. There is no return, nor a pursuit, since the villain was sought after and in the family.

TALE 51 (cont.)

CHANGE STACK FOR TIME 0M

1: (POPOVICH LIVEIN CERTAINK) SET AT 0M
2: (EREMA IS FATHER) SET AT 0M
3: (NICHOLAS IS SON) SET AT 0M
4: (SON UNLUCKY) SET AT 0M
5: (NICHOLAS HAVE ANIMALS) SET AT 0M
6: (IVAN IS SON) SET AT 0M
7: (SON BRAVE) SET AT 0M
8: (DRAGON APPEARIN CERTAINK) SET AT 0M
9: (DRAGON PLUNDER ANIMALS) SET AT 0M
10: (NICHOLAS CALLFOR HELP) SET AT 0M
11: (HELP FROM IVAN) SET AT 0M
12: (IVAN DECIDE) SET AT 0M
13: (DECIDE SEARCH1) SET AT 0M
14: (SEARCH1 FOR DRAGON) SET AT 0M
15: (IVAN LEAVE) SET AT 0M
16: (LEAVE ON SEARCH) SET AT 0M

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
EREMA IS THE FATHER.
NICHOLAS IS THE UNLUCKY SON.
NICHOLAS HAS THE ANIMALS.
IVAN IS THE BRAVE SON.
A DRAGON APPEARS IN THE CERTAIN KINGDOM.
THE DRAGON PLUNDERS THE ANIMALS.
NICHOLAS CALLS FOR HELP FROM IVAN.
IVAN DECIDES TO SEARCH FOR THE DRAGON.
IVAN LEAVES ON A SEARCH.

Commentary on Change Stack for 0M

Before 1 Form 5 of functio A picked. Initial classes filled.
STORYLOC= CERTAINKINGDOM, FAMNAM= POPOVICHES, HERO= IVAN(in family),
VILLAIN= DRAGON, OWNER= VICTIM= NICHOLAS(in family),
VOBJECT(object of the villainy)= ANIMALS. GROUP PICKPARENTS called
and EREMA is picked as the father.

1-7 GROUP ALPHA

Before 8 Interdiction chosen not to occur.

8 GROUP VILLARIV.

Before 9 Trickery chosen not to occur. No concomitant forms of villainy
are possible. SUBJECT(sought after object)= VILLAIN= DRAGON.

9 GROUP A

Before 10 Form 1 of 8 chosen. DISPATCHER= OWNER= NICHOLAS.

10-11 GROUP B.

12-14 GROUP C.

15-16 GROUP DEPART.

TALE 52

1: (ULST XX) SET AT 1D
 2: (IVAN EAT1 MEAL) SET AT 1D
 3: (HAVE1 PREPARD) SET AT 1D
 4: (IT HAVE1) SET AT 1D
 5: (MEAL WHICH IT) SET AT 1D
 6: (IVAN PARTAKE) SET AT 1D
 7: (PARTAKE OF MEAL) SET AT 1D
 8: (LST XX) SET AT 1D
 9: (IVAN MEET STOVE) SET AT 1D
 10: (MEET ALONG WAY) SET AT 1D
 11: (STOVE PROPOSE TASK) SET AT 1D
 12: (IVAN EAT1 MEAL) SET AT 1D
 13: (MEAL WHICH IT) SET AT 1D
 14: (IT HAVE1) SET AT 1D
 15: (HAVE1 PREPARD) SET AT 1D
 16: (IVAN DONOT) SET AT 1D
 17: (DONOT RESPOND) SET AT 1D
 18: (STOVE ASK) SET AT 1D
 19: (ASK AGAIN) SET AT 1D
 20: (IVAN REFUSE) SET AT 1D
 21: (STOVE ASK) SET AT 1D
 22: (ASK FOR TIME) SET AT 1D
 23: (TIME THIRD) SET AT 1D
 24: (IVAN PRESPOND TRESP) SET AT 1D
 25: (IVAN PARTAKE) SET AT 1D
 26: (PARTAKE OF MEAL) SET AT 1D
 27: (MAGFLINT SOLDTO IVAN) SET AT 1D
 28: (MAGSWORD RAND MAGBIRD) SET AT 1D
 29: (MAGSWORD RAND MAGSTEED) SET AT 1D
 30: (MAGBIRD COME) SET AT 1D
 31: (COME FROM MAGFLINT) SET AT 1D
 32: (IVAN TRAVEL) SET AT 1D
 33: (TRAVEL TO LOCATIO) SET AT 1D
 34: (LOCATIO OF DRAGON) SET AT 1D
 35: (DRAGON IN KINGDOM) SET AT 1D
 36: (KINGDOM OTHER) SET AT 1D
 37: (IVAN TRAVELBY MAGSTEED) SET AT 1D
 38: (IVAN SURPRISE DRAGON) SET AT 1D
 39: (IVAN KILL1 DRAGON) SET AT 1D
 40: (KILL1 WITH AID) SET AT 1D
 41: (AID OF MAGSWORD) SET AT 1D
 42: (IVAN START) SET AT 1D
 43: (START BACK HOME) SET AT 1D
 44: (DRAGONWI ATTEMPT) SET AT 1D
 45: (ATTEMPT DEVOUR IVAN) SET AT 1D
 46: (IVAN ESCAPE) SET AT 1D
 47: (ESCAPE BY1) SET AT 1D
 48: (BY1 FLY) SET AT 1D
 49: (FLY ON MAGBIRD) SET AT 1D
 50: (IVAN RETURN HOME) SET AT 1D

Before 1 DONOR SEQUENCE. MAGSWORD, MAGBIRD, and MAGSTEED are chosen as the three magical agents (MAGHELPS) to be acquired. They will come from MAGFLINT(MAGHELPORIG). Since form 1 of D is used, DONOR=STOVE is picked based on that form. The GROUP STOVE is called to set up a task and a response.
 1-8 GROUP STOVE. Two predicate nodes are constructed.
 9-15 GROUP D. TASK is a predicate node.
 16-23 Trebling chosen to occur.
 24-26 GROUP E. TRESP is a predicate node.
 Before 27 Based on form of D, form 4 of F is chosen.
 27-31 GROUP F.
 Before 32 There is a magical agent for transference (GHELPER=MAGSTEED). Form 1 of G is chosen based on the magical agent.
 32-37 GROUP G.
 Before 38 There is a magical agent for combat. Form 5 of 1 chosen, which doesn't use function H. MAGHELPKILL=MAGSWORD.
 38-41 GROUP I
 Before 42 Form 4 of K picked, since the villain is defeated GROUP K is called but produces no output.
 42-43 GROUP RETURN.
 Before 44 Form 5 of Pr chosen with PURSUER=DRAGONWIVES, since the dragon is dead.
 44-45 GROUP PR.
 Before 46 There is a magical agent for rescue (RHELP=MAGBIRD) so form 1 of Rs is used.
 46-49 GROUP RS.
 52 GROUP END.

IVAN MEETS A STOVE ALONG THE WAY.
 THE STOVE PROPOSES THAT IVAN EAT THE MEAL WHICH IT HAS PREPARED.
 IVAN DOES NOT RESPOND.
 THE STOVE ASKS AGAIN.
 IVAN REFUSES.
 THE STOVE ASKS FOR THE THIRD TIME.
 IVAN RESPONDS BY PARTAKING OF THE MEAL.
 A MAGIC FLINT IS SOLD TO IVAN.
 A MAGIC SWORD, A MAGIC STEED AND A MAGIC BIRD COME FROM THE MAGIC FLINT.
 IVAN TRAVELS TO THE LOCATION OF THE DRAGON IN THE OTHER KINGDOM.
 IVAN TRAVELS BY THE MAGIC STEED.
 IVAN SURPRISES THE DRAGON.
 IVAN KILLS THE DRAGON WITH THE AID OF THE MAGIC SWORD.
 IVAN STARTS BACK HOME.
 THE DRAGON'S WIVES ATTEMPT TO DEVOUR IVAN.
 IVAN ESCAPES BY FLYING ON THE MAGIC BIRD.
 IVAN RETURNS HOME.

TALE 52

(cont.)

53

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 MARTHA IS THE UNLUCKY DAUGHTER.
 THE MOTHER IS ELENA.
 IVAN IS THE FATHER.
 VLADIMIR IS THE BRAVE SON.
 ELENA , VLADIMIR AND MARTHA ARE IN THE HUT.
 ELENA SAYS VLADIMIR , DO NOT LEAVE THE HUT.
 ELENA LEAVES TO GO TO WORK.
 VLADIMIR LEAVES THE HUT.
 A DRAGON SNEAKS INTO THE DISTANT PROVINCE.
 THE DRAGON ABDUCTS MARTHA.
 ELENA CALLS FOR HELP FROM VLADIMIR.
 VLADIMIR DECIDES TO SEARCH FOR MARTHA.
 VLADIMIR LEAVES ON A SEARCH.

VLADIMIR MEETS A WITCH ALONG THE WAY.
 THE WITCH BRAWLS IN A FOREST HUT WITH VLADIMIR.
 THE WITCH TWICE REPELS VLADIMIR.
 THEY FIGHT FOR THE THIRD TIME.
 VLADIMIR DEFEATS THE WITCH.
 A MAGIC FLINT IS PLACED AT THE DISPOSAL OF VLADIMIR.
 VLADIMIR TAKES THE MAGIC FLINT.
 A MAGIC BOW , A MAGIC STEED AND A MAGIC CARPET COME FROM THE MAGIC FLINT.
 VLADIMIR TRAVELS TO THE LOCATION OF MARTHA IN AN OTHER KINGDOM.
 VLADIMIR TRAVELS BY THE MAGIC STEED.
 VLADIMIR FINDS THE DRAGON.
 THEY FIGHT IN AN OPEN FIELD.
 VLADIMIR IS WOUNDED.
 VLADIMIR DEFEATS THE DRAGON WITH THE AID OF THE MAGIC BOW.
 MARTHA IS FREED BY VLADIMIR.
 VLADIMIR STARTS BACK HOME WITH MARTHA.
 THE DRAGON'S WIVES ATTEMPT TO KILL VLADIMIR.
 VLADIMIR ESCAPES BY FLYING ON THE MAGIC CARPET.
 THEY RETURN HOME.

54

THE PARANOVVS LIVE IN A CERTAIN KINGDOM.
 ALIOSHA IS THE FATHER.
 VASILISA IS THE MOTHER.
 IVAN IS THE BRAVE SON.
 ELENA ALSO LIVES IN THE SAME LAND.
 MARIA IS ELENA'S DAUGHTER.
 A BEAR WALKS INTO THE CERTAIN KINGDOM.
 THE BEAR ASKS A VILLAGER WHERE IS MARIA.
 THE VILLAGER SAYS THAT MARIA IS IN THE BARN.
 THE BEAR THREATENS TO EAT MARIA.
 ELENA SENDS IVAN TO SEARCH FOR THE BEAR.
 IVAN LEAVES ON A SEARCH.

IVAN MEETS A WITCH ALONG THE WAY.
 THE WITCH GREETES IVAN.
 THE WITCH ASKS IVAN TO ANSWER A QUESTION.
 IVAN DOES NOT RESPOND.
 THE WITCH ASKS AGAIN.
 IVAN RESPONDS RUDELY.
 THE WITCH ASKS FOR THE THIRD TIME.
 IVAN ANSWERS THE QUESTION.
 A MAGIC SWORD , A MAGIC CARPET AND A MAGIC BIRD ARE GIVEN TO IVAN.
 IVAN TRAVELS TO THE LOCATION OF THE BEAR IN THE OTHER KINGDOM.
 IVAN TRAVELS BY THE MAGIC CARPET.
 IVAN SURPRISES THE BEAR.
 IVAN KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
 IVAN STARTS BACK HOME.
 THE BEAR'S FATHER ATTEMPTS TO KILL IVAN.
 IVAN ESCAPES BY FLYING ON THE MAGIC BIRD.
 IVAN RETURNS HOME.

55

THE PARANOV'S LIVE IN A CERTAIN KINGDOM.
BALDAK IS THE FATHER.
IVAN IS THE BRAVE SON.
ELENA IS THE MOTHER.
KATRINA ALSO LIVES IN THE SAME LAND.
FOMA IS KATRINA'S SON.
A BEAR WALKS INTO THE CERTAIN KINGDOM.
THE BEAR DEMANDS FOMA.
KATRINA REFUSES.
IVAN MEETS A VILLAGER.
THE VILLAGER ANNOUNCES THAT THE BEAR DEMANDED FOMA.
IVAN DECIDES TO SEARCH FOR THE BEAR.
IVAN LEAVES ON A SEARCH.

IVAN MEETS A DEVIL ALONG THE WAY.
THE DEVIL BRAWLS IN A FOREST HUT WITH IVAN.
THE DEVIL TWICE REPELS IVAN.
THEY FIGHT FOR THE THIRD TIME.
IVAN DEFEATS THE DEVIL.
A MAGIC STEED IS SHOWN TO IVAN.
IVAN TAKES THE MAGIC STEED.
IVAN TRAVELS TO THE LOCATION OF THE BEAR IN THE OTHER KINGDOM.
IVAN TRAVELS ON THE MAGIC STEED.
IVAN FINDS THE BEAR.
THEY FIGHT IN AN OPEN FIELD.
IVAN IS WOUNDED.
THE BEAR IS BADLY DEFEATED.
IVAN STARTS BACK HOME.
THE BEAR'S FATHER YELLS FOR IVAN.
IVAN ESCAPES BY FLYING ON THE MAGIC STEED.
IVAN RETURNS HOME.

56

THE PARANOV'S LIVE IN A CERTAIN KINGDOM.
ELENA IS THE BRAVE DAUGHTER.
NICHOLAS IS THE WICKED SON.
NICHOLAS HATES DUNIA.
DUNIA IS THE UNLUCKY DAUGHTER.
THE FATHER IS BALDAK.
BALDAK , ELENA AND DUNIA ARE IN THE HUT.
BALDAK SAYS ELENA , DO NOT LEAVE THE HUT.
BALDAK LEAVES TO GO TO WAR.
ELENA LEAVES THE HUT.
NICHOLAS ASKS A VILLAGER WHERE IS DUNIA.
THE VILLAGER SAYS THAT DUNIA IS IN THE HUT.
NICHOLAS CAUSES THE DISAPPEARANCE OF DUNIA.
BALDAK CALLS FOR ELENA.
BALDAK ANNOUNCES THAT NICHOLAS CAUSED THE DISAPPEARANCE OF DUNIA.
ELENA DECIDES TO SEARCH FOR DUNIA.

ELENA MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT IS THREATENED BY ELENA.
THE FOREST KNIGHT REQUESTS MERCY FROM ELENA.
ELENA SHOWS MERCY TOWARD THE FOREST KNIGHT.
A MAGIC BOW , A MAGIC STEED AND A MAGIC CARPET ARE GIVEN TO ELENA.
ELENA TRAVELS TO THE LOCATION OF DUNIA IN THE OTHER KINGDOM.
ELENA TRAVELS ON THE MAGIC STEED.
ELENA FINDS NICHOLAS.
THEY FIGHT IN AN OPEN FIELD.
ELENA IS WOUNDED.
ELENA DEFEATS NICHOLAS WITH THE AID OF THE MAGIC BOW.
DUNIA IS OBTAINED BY ELENA.
ELENA STARTS BACK HOME WITH DUNIA.
NICHOLAS CHASES AFTER ELENA.
ELENA ESCAPES BY FLYING ON THE MAGIC CARPET.
THEY RETURN HOME.

57

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
DUNIA IS THE BRAVE DAUGHTER.
ALIOSHA IS THE FATHER.
KATRINA IS THE UNLUCKY DAUGHTER.
KATRINA HAS THE DAYLIGHT.
A WOLF WALKS INTO THE CERTAIN KINGDOM.
THE WOLF DISGUISES HIMSELF AS A BIRD.
THE WOLF USES A MAGIC PIN ON KATRINA.
KATRINA FALLS ASLEEP.
THE WOLF SEIZES THE DAYLIGHT.
DUNIA ASKS PERMISSION TO LEAVE.
DUNIA LEAVES ON A SEARCH.

DUNIA MEETS A WITCH ALONG THE WAY.
THE WITCH IS IMPRISONED.
THE WITCH ASKS TO BE FREED.
DUNIA FREES THE WITCH.
A MAGIC FLINT IS SHOWN TO DUNIA.
DUNIA TAKES THE MAGIC FLINT.
A MAGIC SWORD , A MAGIC CARPET AND A MAGIC BIRD COME FROM THE MAGIC FLINT.
DUNIA TRAVELS TO THE LOCATION OF THE DAYLIGHT IN THE OTHER KINGDOM.
DUNIA TRAVELS BY THE MAGIC CARPET.
DUNIA FINDS THE WOLF.
THEY FIGHT IN AN OPEN FIELD.
DUNIA IS WOUNDED.
DUNIA DEFEATS THE WOLF WITH THE AID OF THE MAGIC SWORD.
THE DAYLIGHT IS SOLD TO DUNIA.
DUNIA STARTS BACK HOME WITH THE DAYLIGHT.
DUNIA RETURNS HOME.

58

THE BERENNIKOVs LIVE IN A CERTAIN KINGDOM.
MARIA IS THE BRAVE DAUGHTER.
ALIOSHA IS THE FATHER.
KATRINA IS THE MOTHER.
EMELYA WHO OWNS A MAGIC HEN ALSO LIVES IN THE SAME LAND.
A DRAGON WALKS INTO THE CERTAIN KINGDOM.
THE DRAGON DISGUISES HIMSELF AS A BIRD.
THE DRAGON USES A SLEEPING POTION ON EMELYA.
EMELYA FALLS ASLEEP.
THE DRAGON SEIZES THE MAGIC HEN.
EMELYA SENDS MARIA TO SEARCH FOR THE MAGIC HEN.
MARIA LEAVES ON A SEARCH.

MARIA MEETS AN OLD MAN ALONG THE WAY.
THE OLD MAN GREETs MARIA.
THE OLD MAN ASKS MARIA TO ANSWER A QUESTION.
MARIA ANSWERS THE QUESTION.
A MAGIC RING IS GIVEN TO MARIA.
A MAGIC SWORD , A MAGIC STEED AND A MAGIC BIRD COME FROM THE MAGIC RING.
MARIA TRAVELS TO THE LOCATION OF THE MAGIC HEN IN THE OTHER KINGDOM.
MARIA TRAVELS ON THE MAGIC STEED.
MARIA SURPRISES THE DRAGON.
MARIA KILLS THE DRAGON WITH THE AID OF THE MAGIC SWORD.
THE MAGIC HEN IS SHOWN TO MARIA.
MARIA STARTS BACK HOME WITH THE MAGIC HEN.
THE DRAGON'S WIVES TEMPT MARIA BY CHANGING INTO AN ALLURING OBJECT.
MARIA ESCAPES BY FLYING ON THE MAGIC BIRD.
MARIA RETURNS HOME.

59

THE MOREVNAS LIVE IN A CERTAIN KINGDOM.
 THE MOTHER IS ELENA.
 NICHOLAS IS THE FATHER.
 BORIS IS THE UNLUCKY SON.
 VASILISA ALSO LIVES IN THE SAME LAND.
 VASILISA IS OF MIRACULOUS BIRTH.
 A BEAR FLYS INTO THE CERTAIN KINGDOM.
 THE BEAR DISGUISES HIMSELF AS A BIRD.
 THE BEAR USES A MAGIC PIN ON BORIS.
 BORIS FALLS ASLEEP.
 THE BEAR DECLARES WAR ON BORIS.
 ELENA CALLS FOR HELP FROM VASILISA.
 VASILISA DECIDES TO SEARCH FOR THE BEAR.

VASILISA MEETS A DEVIL ALONG THE WAY.
 THE DEVIL IS IMPRISONED.
 THE DEVIL ASKS TO BE FREED.
 VASILISA FREES THE DEVIL.
 A MAGIC BIRD IS PLACED AT THE DISPOSAL OF VASILISA.
 VASILISA TAKES THE MAGIC BIRD.
 VASILISA TRAVELS TO THE LOCATION OF THE BEAR IN THE OTHER KINGDOM.
 VASILISA TRAVELS BY THE MAGIC BIRD.
 VASILISA SURPRISES THE BEAR.
 VASILISA KILLS THE BEAR WITHOUT A FIGHT.
 VASILISA STARTS BACK HOME.
 THE BEAR'S FATHER FLYS AFTER VASILISA.
 VASILISA ESCAPES BY FLYING ON THE MAGIC BIRD.
 VASILISA RETURNS HOME.

60

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 IVAN IS THE FATHER.
 MARTHA IS THE BRAVE DAUGHTER.
 NICHOLAS ALSO LIVES IN THE SAME LAND.
 MARIA IS NICHOLAS' DAUGHTER.
 A DRAGON WALKS INTO THE DISTANT PROVINCE.
 THE DRAGON MURDERS MARIA.
 NICHOLAS CALLS FOR MARTHA.
 NICHOLAS ANNOUNCES THAT THE DRAGON MURDERED MARIA.
 MARTHA DECIDES TO SEARCH FOR MARIA.

MARTHA MEETS A FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT IS THREATENED BY MARTHA.
 THE FOREST KNIGHT REQUESTS MERCY FROM MARTHA.
 MARTHA SHOWS MERCY TOWARD THE FOREST KNIGHT.
 A MAGIC FLINT IS SHOWN TO MARTHA.
 MARTHA TAKES THE MAGIC FLINT.
 A MAGIC SWORD , A MAGIC BIRD AND A MAGIC BOX COME FROM THE MAGIC FLINT.
 MARTHA TRAVELS TO THE LOCATION OF MARIA IN AN OTHER KINGDOM.
 MARTHA TRAVELS BY THE MAGIC BIRD.
 MARTHA SURPRISES THE DRAGON.
 MARTHA KILLS THE DRAGON WITH THE AID OF THE MAGIC SWORD.
 MARIA APPEARS FROM THE MAGIC BOX.
 MARTHA STARTS BACK HOME WITH MARIA.
 THE DRAGON'S WIVES ATTEMPT TO DEVOUR MARTHA.
 MARTHA ESCAPES BY FLYING ON THE MAGIC BIRD.
 THEY RETURN HOME.

61

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
 VLADIMIR IS THE BRAVE SON.
 DUNIA IS THE MOTHER.
 ALIOSHA IS THE FATHER.
 ELENA ALSO LIVES IN THE SAME LAND.
 MARIA IS ELENA'S DAUGHTER.
 A WOLF SNEAKS INTO THE DISTANT PROVINCE.
 THE WOLF DISGUISES HIMSELF AS A BIRD.
 THE WOLF ATTEMPTS TO PERSUADE MARIA TO TAKE A STEAMBATH.
 MARIA IS PERSUADED TO TAKE A STEAMBATH.
 MARIA FALLS ASLEEP.
 THE WOLF DEMANDS MARIA.
 MARIA IS GIVEN TO THE WOLF.
 ELENA SENDS VLADIMIR TO SEARCH FOR MARIA.
 VLADIMIR LEAVES ON A SEARCH.

VLADIMIR MEETS A FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT IS FIGHTING WITH A FRIEND OVER A MAGIC BOX.
 THE FOREST KNIGHT ASKS VLADIMIR TO DIVIDE THE MAGIC BOX.
 VLADIMIR TRICKS THE DISPUTANTS INTO LEAVING THE MAGIC BOX UNPROTECTED.
 THE MAGIC BOX IS SEIZED BY VLADIMIR.
 MARIA APPEARS FROM THE MAGIC BOX.
 VLADIMIR STARTS BACK HOME WITH MARIA.
 THE WOLF ATTEMPTS TO DEVOUR VLADIMIR.
 VLADIMIR ESCAPES BY AVOIDING BEING EATEN.
 THEY RETURN HOME.

62

THE BERENNIKOV'S LIVE IN A DISTANT PROVINCE.
 VASILISA IS THE MOTHER.
 ALIOSHA IS THE FATHER.
 DUNIA IS THE BRAVE DAUGHTER.
 EREMA IS THE UNLUCKY SON.
 EREMA HAS THE SHEEP.
 ALIOSHA , DUNIA AND EREMA ARE IN THE WOODS.
 ALIOSHA SAYS DUNIA , LEAVE THE WOODS.
 ALIOSHA LEAVES TO GO TO TRADE.
 DUNIA LEAVES THE WOODS.
 A DRAGON FLIES INTO THE DISTANT PROVINCE.
 THE DRAGON PLUNDERS THE SHEEP.
 EREMA CALLS FOR HELP FROM DUNIA.
 DUNIA DECIDES TO SEARCH FOR THE DRAGON.
 DUNIA LEAVES ON A SEARCH.

DUNIA MEETS A WITCH ALONG THE WAY.
 THE WITCH PROPOSES THAT DUNIA LISTEN TO THE GUSLA WITHOUT FALLING ASLEEP.
 DUNIA FAILS.
 DUNIA TRIES AGAIN.
 DUNIA FAILS AGAIN.
 DUNIA TRIES FOR THE THIRD TIME.
 DUNIA RESPONDS BY STAYING AWAKE WHILE LISTENING TO THE GUSLA.
 A MAGIC RING IS SHOWN TO DUNIA.
 DUNIA TAKES THE MAGIC RING.
 A MAGIC CARPET COMES FROM THE MAGIC RING.
 DUNIA TRAVELS TO THE LOCATION OF THE DRAGON IN AN OTHER KINGDOM.
 DUNIA TRAVELS BY THE MAGIC CARPET.
 DUNIA SURPRISES THE DRAGON.
 DUNIA KILLS THE DRAGON WITHOUT A FIGHT.
 DUNIA STARTS BACK HOME.
 THE DRAGON'S WIVES PURSUE DUNIA.
 DUNIA HIDES IN A TREE.
 THE DRAGON'S WIVES ATTEMPT TO GNAW THROUGH THE TREE.
 DUNIA ESCAPES BY FLYING ON THE MAGIC CARPET.
 DUNIA RETURNS HOME.

63

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
 VASILISA IS THE MOTHER.
 BALDAK IS THE UNLUCKY SON.
 THE FATHER IS VLADIMIR.
 MARIA ALSO LIVES IN THE SAME LAND.
 MARIA IS OF MIRACULOUS BIRTH.
 A BEAR WALKS INTO THE DISTANT PROVINCE.
 THE BEAR ASKS A VILLAGER WHERE IS BALDAK.
 THE VILLAGER SAYS THAT BALDAK IS IN THE TOWN.
 THE BEAR EXPELS BALDAK.
 VLADIMIR CALLS FOR HELP FROM MARIA.
 MARIA DECIDES TO SEARCH FOR BALDAK.
 MARIA LEAVES ON A SEARCH.

MARIA MEETS A JUG ALONG THE WAY.
 THE JUG BRAWLS IN A FOREST HUT WITH MARIA.
 THE JUG TWICE REPELS MARIA.
 THEY FIGHT FOR THE THIRD TIME.
 MARIA DEFEATS THE JUG.
 A MAGIC BOX IS PLACED AT THE DISPOSAL OF MARIA.
 MARIA TAKES THE MAGIC BOX.
 MARIA TRAVELS TO THE LOCATION OF BALDAK IN AN OTHER KINGDOM.
 MARIA FOLLOWS THE BLOODY TRACKS.
 BALDAK APPEARS FROM THE MAGIC BOX.
 MARIA STARTS BACK HOME WITH BALDAK.
 THE BEAR ATTEMPTS TO KILL MARIA.
 MARIA ESCAPES BY AVOIDING BEING KILLED.
 THEY RETURN HOME.

64

THE MOREVNAS LIVE IN A CERTAIN KINGDOM.
 KATRINA IS THE BRAVE DAUGHTER.
 VLADIMIR IS THE FATHER.
 DUNIA ALSO LIVES IN THE SAME LAND.
 NICHOLAS IS DUNIA'S SON.
 A WOLF SNEAKS INTO THE CERTAIN KINGDOM.
 THE WOLF DISGUISES HIMSELF AS AN OLD LADY.
 THE WOLF USES A MAGIC PIN ON NICHOLAS.
 NICHOLAS FALLS ASLEEP.
 THE WOLF ABDUCTS NICHOLAS.
 KATRINA MEETS A VILLAGER.
 THE VILLAGER ANNOUNCES THAT THE WOLF ABDUCTED NICHOLAS.
 KATRINA DECIDES TO SEARCH FOR NICHOLAS.

KATRINA MEETS THE FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT PROPOSES KATRINA WORK IN THE FOREST FOR THREE YEARS.
 KATRINA DOES NOT RESPOND.
 THE FOREST KNIGHT ASKS AGAIN.
 KATRINA REFUSES.
 THE FOREST KNIGHT ASKS FOR THE THIRD TIME.
 KATRINA RESPONDS BY SPENDING THREE YEARS TOILING FOR THE FOREST KNIGHT IN THE FOREST.
 A MAGIC POTION IS CONSUMED BY KATRINA.
 KATRINA OBTAINS THE ABILITY TO FLY.
 KATRINA TRAVELS TO THE LOCATION OF NICHOLAS IN THE OTHER KINGDOM.
 KATRINA TRAVELS BY THE ABILITY TO FLY.
 KATRINA FINDS THE WOLF.
 THEY PLAY CARDS.
 THE WOLF IS TROUNCED AT CARDS.
 NICHOLAS IS SOLD TO KATRINA.
 KATRINA STARTS BACK HOME WITH NICHOLAS.
 THEY RETURN HOME.

65

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 VASILISA IS THE OLDEST DAUGHTER.
 VLADIMIR IS THE FATHER.
 MARTHA IS THE BRAVE DAUGHTER.
 VASILISA SAYS MARTHA , DO NOT GO TO THE HUT.
 VASILISA LEAVES TO GO VISITING.
 MARTHA GOES TO THE HUT.
 A WOLF SNEAKS INTO THE DISTANT PROVINCE.
 THE WOLF ASKS A VILLAGER WHERE IS MARTHA.
 THE VILLAGER SAYS THAT MARTHA IS IN THE HUT.
 THE WOLF DEMANDS MARTHA.
 VASILISA REFUSES.
 VASILISA TAKES AWAY MARTHA FROM HOME.

MARTHA MEETS A WITCH ALONG THE WAY.
 THE WITCH PROPOSES THAT MARTHA LISTEN TO THE GUSLA WITHOUT FALLING ASLEEP.
 MARTHA FAILS.
 MARTHA TRIES AGAIN.
 MARTHA FAILS AGAIN.
 MARTHA TRIES FOR THE THIRD TIME.
 MARTHA RESPONDS BY STAYING AWAKE WHILE LISTENING TO THE GUSLA.
 A MAGIC FLINT IS PLACED AT THE DISPOSAL OF MARTHA.
 MARTHA TAKES THE MAGIC FLINT.
 A MAGIC BIRD COMES FROM THE MAGIC FLINT.
 MARTHA STARTS BACK HOME.
 THE WOLF ATTEMPTS TO KILL MARTHA.
 MARTHA ESCAPES BY FLYING ON THE MAGIC BIRD.
 MARTHA RETURNS HOME.

66

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
 FOMA IS THE OLDEST SON.
 MARIA IS THE UNLUCKY DAUGHTER.
 BALDAK IS THE FATHER.
 EMELYA ALSO LIVES IN THE SAME LAND.
 EMELYA IS OF MIRACULOUS BIRTH.
 BABAYAGA WALKS INTO THE CERTAIN KINGDOM.
 BABAYAGA THREATENS TO MARRY MARIA.
 FOMA SENDS EMELYA TO SEARCH FOR BABAYAGA.
 EMELYA LEAVES ON A SEARCH.

EMELYA MEETS A WITCH ALONG THE WAY.
 THE WITCH IS IMPRISONED.
 THE WITCH ASKS TO BE FREED.
 EMELYA FREES THE WITCH.
 A MAGIC BIRD IS SHOWN TO EMELYA.
 EMELYA TAKES THE MAGIC BIRD.
 EMELYA TRAVELS TO THE LOCATION OF BABAYAGA IN THE OTHER KINGDOM.
 EMELYA TRAVELS BY THE MAGIC BIRD.
 EMELYA FINDS BABAYAGA.
 THEY ENGAGE IN A COMPETITION.
 EMELYA WINS WITH HELP OF CLEVERNESS.
 EMELYA STARTS BACK HOME.
 BABAYAGA'S DAUGHTER TEMPTS EMELYA BY CHANGING INTO AN ALLURING OBJECT.
 EMELYA ESCAPES BY FLYING ON THE MAGIC BIRD.
 EMELYA RETURNS HOME.

67

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 THE MOTHER IS DUNIA.
 THE OLDEST DAUGHTER IS MARIA.
 THE FATHER IS NICHOLAS.
 MARIA NEEDS A FIREBIRD.
 MARIA ASKS PERMISSION TO LEAVE.
 MARIA DECIDES TO SEARCH FOR THE FIREBIRD.
 MARIA LEAVES ON A SEARCH.

MARIA MEETS A WITCH ALONG THE WAY.
 THE WITCH IS IMPRISONED.
 THE WITCH ASKS TO BE FREED.
 MARIA FREES THE WITCH.
 A MAGIC CARPET , A MAGIC BIRD AND A MAGIC BOX ARE PLACED AT THE DISPOSAL OF MARIA.
 MARIA TAKES THEM.
 MARIA TRAVELS TO THE LOCATION OF THE FIREBIRD IN AN OTHER KINGDOM.
 MARIA TRAVELS BY THE MAGIC BIRD.
 THE FIREBIRD APPEARS FROM THE MAGIC BOX.
 MARIA STARTS BACK HOME WITH THE FIREBIRD.
 MARIA RETURNS HOME.

68

THE PLACE IS A DISTANT PROVINCE.
 MARIA IS ALONE.
 MARIA NEEDS A HUSBAND.
 MARIA DECIDES TO SEARCH FOR A HUSBAND.
 MARIA LEAVES ON A SEARCH.

MARIA MEETS A MAN ALONG THE WAY.
 THE MAN IS DYING.
 THE MAN ASKS THAT MARIA SPEND THREE NIGHTS BESIDE HIS GRAVE.
 MARIA RESPONDS BY SITTING FOR THREE NIGHTS BY HIS GRAVE.
 A MAGIC BOX APPEARS TO MARIA.
 MARIA TRAVELS TO THE LOCATION OF A HUSBAND IN AN OTHER KINGDOM.
 MARIA IS DIRECTED BY A BEGGAR.
 A HUSBAND APPEARS FROM THE MAGIC BOX.
 MARIA STARTS BACK HOME WITH A HUSBAND.
 THEY RETURN HOME.

69

THE PARANOVS LIVE IN A CERTAIN KINGDOM.
 MARIA IS THE UNLUCKY DAUGHTER.
 MARCO IS THE BRAVE SON.
 DUNIA IS THE MOTHER.
 THE FATHER IS IVAN.
 DUNIA , MARCO AND MARIA ARE IN THE TOWN.
 DUNIA SAYS MARCO , DO NOT LEAVE THE TOWN.
 DUNIA DIES.
 MARCO LEAVES THE TOWN.
 A WOLF SNEAKS INTO THE CERTAIN KINGDOM.
 THE WOLF TORMENTS MARIA AT NIGHT.
 IVAN SENDS MARCO TO SEARCH FOR THE WOLF.
 MARCO LEAVES ON A SEARCH.

MARCO MEETS A COW ALONG THE WAY.
 THE COW IS FIGHTING WITH A FRIEND OVER BONES.
 THE COW ASKS MARCO TO DIVIDE THE BONES.
 MARCO RECONCILES THE DISPUTE BY FAIRLY DIVIDING THE BONES.
 A MAGIC FLINT IS GIVEN TO MARCO.
 A MAGIC SWORD , A MAGIC CARPET AND A MAGIC BIRD COME FROM THE MAGIC FLINT.
 MARCO TRAVELS TO THE LOCATION OF THE WOLF IN THE OTHER KINGDOM.
 MARCO TRAVELS BY THE MAGIC BIRD.
 MARCO SURPRISES THE WOLF.
 MARCO KILLS THE WOLF WITH THE AID OF THE MAGIC SWORD.
 MARCO STARTS BACK HOME.
 THE WOLF PACK TEMPTS MARCO BY CHANGING INTO AN ALLURING OBJECT.
 MARCO ESCAPES BY FLYING ON THE MAGIC CARPET.
 MARCO RETURNS HOME.

70

THE PLACE IS A DISTANT PROVINCE.
 EREMA IS ALONE.
 EREMA NEEDS A MAGIC COW.
 EREMA DECIDES TO SEARCH FOR THE MAGIC COW.

EREMA MEETS A DEVIL ALONG THE WAY.
 THE DEVIL ATTEMPTS TO KILL EREMA BY DROWNING.
 EREMA KILLS THE DEVIL BY DROWNING.
 THE MAGIC COW IS SEIZED BY EREMA.
 EREMA STARTS BACK HOME WITH THE MAGIC COW.
 EREMA RETURNS HOME.

71

THE PLACE IS A CERTAIN KINGDOM.
MARCO IS ALONE.
MARCO NEEDS A MAGIC HEN.
MARCO DECIDES TO SEARCH FOR THE MAGIC HEN.
MARCO LEAVES ON A SEARCH.

MARCO MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT BRAWLS IN A FOREST HUT WITH MARCO.
THE FOREST KNIGHT TWICE REPELS MARCO.
THEY FIGHT FOR THE THIRD TIME.
MARCO DEFEATS THE FOREST KNIGHT.
A MAGIC RING IS SHOWN TO MARCO.
MARCO TAKES THE MAGIC RING.
A MAGIC BIRD , A MAGIC STEED AND A MAGIC BOX COME FROM THE MAGIC RING.
MARCO TRAVELS TO THE LOCATION OF THE MAGIC HEN IN THE OTHER KINGDOM.
MARCO TRAVELS BY THE MAGIC STEED.
THE MAGIC HEN APPEARS FROM THE MAGIC BOX.
MARCO STARTS BACK HOME WITH THE MAGIC HEN.
MARCO RETURNS HOME.

72

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
EMELYA IS THE UNLUCKY SON.
THE FATHER IS MARCO.
EREMA ALSO LIVES IN THE SAME LAND.
EREMA IS OF MIRACULOUS BIRTH.
A WOLF WALKS INTO THE DISTANT PROVINCE.
THE WOLF ASKS A VILLAGER WHERE IS EMELYA.
THE VILLAGER SAYS THAT EMELYA IS IN THE TOWN.
THE WOLF DEMANDS EMELYA.
EMELYA IS GIVEN TO THE WOLF.
MARCO CALLS FOR HELP FROM EREMA.
EREMA DECIDES TO SEARCH FOR EMELYA.

EREMA MEETS A DEVIL ALONG THE WAY.
THE DEVIL IS THREATENED BY EREMA.
THE DEVIL REQUESTS MERCY FROM EREMA.
EREMA SHOWS MERCY TOWARD THE DEVIL.
A MAGIC BOX IS PLACED AT THE DISPOSAL OF EREMA.
EREMA TAKES THE MAGIC BOX.
EMELYA APPEARS FROM THE MAGIC BOX.
EREMA STARTS BACK HOME WITH EMELYA.
THE WOLF PURSUES EREMA.
EREMA HIDES IN A TREE.
THE WOLF ATTEMPTS TO GNAW THROUGH THE TREE.
EREMA ESCAPES BY JUMPING TO THE OTHER TREE.
THEY RETURN HOME.

73

THE PARANOV'S LIVE IN A CERTAIN KINGDOM.
MARCO IS THE FATHER.
NICHOLAS IS THE BRAVE SON.
EMELYA ALSO LIVES IN THE SAME LAND.
FOMA IS EMELYA'S SON.
A WOLF SNEAKS INTO THE CERTAIN KINGDOM.
THE WOLF CASTS A SPELL ON FOMA.
THE WOLF EXPELS FOMA.
NICHOLAS ASKS PERMISSION TO LEAVE.
NICHOLAS DECIDES TO SEARCH FOR FOMA.
NICHOLAS LEAVES ON A SEARCH.

NICHOLAS MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT GREET'S NICHOLAS.
THE FOREST KNIGHT ASKS NICHOLAS TO ANSWER A QUESTION.
NICHOLAS ANSWERS THE QUESTION.
A MAGIC RING IS SOLD TO NICHOLAS.
A MAGIC SWORD , A MAGIC STEED AND A MAGIC CARPET COME FROM THE MAGIC RING.
NICHOLAS TRAVELS TO THE LOCATION OF FOMA IN THE OTHER KINGDOM.
NICHOLAS TRAVELS BY THE MAGIC STEED.
NICHOLAS FINDS THE WOLF.
THEY FIGHT IN AN OPEN FIELD.
NICHOLAS DEFEATS THE WOLF WITH THE AID OF THE MAGIC SWORD.
FOMA IS FREED FROM THE SPELL BY NICHOLAS.
NICHOLAS STARTS BACK HOME WITH FOMA.
THE WOLF PACK YELLS FOR NICHOLAS.
NICHOLAS ESCAPES BY FLYING ON THE MAGIC CARPET.
THEY RETURN HOME.

74

THE POPOVICHES LIVE IN A DISTANT PROVINCE.
THE FATHER IS IVAN.
THE MOTHER IS KATRINA.
THE OLDEST DAUGHTER IS MARIA.
MARIA NEEDS A HUSBAND.
MARIA ASKS PERMISSION TO LEAVE.
MARIA DECIDES TO SEARCH FOR A HUSBAND.
MARIA LEAVES ON A SEARCH.

MARIA MEETS THE COW ALONG THE WAY.
THE COW IS DYING.
THE COW ASKS THAT MARIA EAT NOT OF HER MEAT.
MARIA IS TO GATHER AND BURY THE BONES IN THE GARDEN.
MARIA IS TO FORGET NOT THE COW.
MARIA RESPONDS BY FOLLOWING THE INSTRUCTIONS OF THE COW.
A MAGIC HEN APPEARS TO MARIA.
MARIA TRAVELS TO THE LOCATION OF A HUSBAND IN AN OTHER KINGDOM.
MARIA IS DIRECTED BY A BEGGAR.
A HUSBAND APPEARS FROM THE MAGIC HEN.
MARIA STARTS BACK HOME WITH A HUSBAND.
THEY RETURN HOME.

75

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 DUNIA IS THE MOTHER.
 IVAN IS THE FATHER.
 BORIS IS THE BRAVE SON.
 FOMA IS THE UNLUCKY SON.
 FOMA HAS THE DAYLIGHT.
 DUNIA , BORIS AND FOMA ARE IN THE HUT.
 DUNIA SAYS BORIS , LEAVE THE HUT.
 DUNIA LEAVES TO GO TO THE FOREST.
 BORIS LEAVES THE HUT.
 A DRAGON SNEAKS INTO THE CERTAIN KINGDOM.
 FOMA ASKS THE DRAGON WHERE IS YOUR DEATH.
 THE DRAGON SAYS THAT MY DEATH IS IN A MAGIC EGG.
 THE DRAGON SEIZES THE DAYLIGHT.
 FOMA SENDS BORIS TO SEARCH FOR THE DAYLIGHT.
 BORIS LEAVES ON A SEARCH.

BORIS MEETS A FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT IS FIGHTING WITH A FRIEND OVER A MAGIC RING.
 THE FOREST KNIGHT ASKS BORIS TO DIVIDE THE MAGIC RING.
 BORIS TRICKS THE DISPUTANTS INTO LEAVING THE MAGIC RING UNPROTECTED.
 THE MAGIC RING IS SEIZED BY BORIS.
 A MAGIC SWORD , A MAGIC STEED AND A MAGIC CARPET COME FROM THE MAGIC RING.
 BORIS TRAVELS TO THE LOCATION OF THE DAYLIGHT IN THE OTHER KINGDOM.
 BORIS TRAVELS BY THE MAGIC STEED.
 BORIS SURPRISES THE DRAGON.
 BORIS KILLS THE DRAGON WITH THE AID OF THE MAGIC SWORD.
 THE DAYLIGHT IS OBTAINED BY BORIS.
 BORIS STARTS BACK HOME WITH THE DAYLIGHT.
 THE DRAGON'S WIVES ATTEMPT TO KILL BORIS.
 BORIS ESCAPES BY FLYING ON THE MAGIC CARPET.
 BORIS RETURNS HOME.

76

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 THE FATHER IS BORIS.
 THE OLDEST SON IS FOMA.
 THE MOTHER IS MARIA.
 FOMA NEEDS WEALTH.
 FOMA LEAVES ON A SEARCH.

FOMA MEETS A MAN ALONG THE WAY.
 THE MAN IS DYING.
 THE MAN ASKS THAT FOMA SPEND THREE NIGHTS BESIDE HIS GRAVE.
 FOMA RESPONDS BY SITTING FOR THREE NIGHTS BY HIS GRAVE.
 A MAGIC BOX APPEARS TO FOMA.
 FOMA TRAVELS TO THE LOCATION OF WEALTH IN THE OTHER KINGDOM.
 FOMA DESCENDS BY LEATHER STRAPS.
 GOLD IS PRODUCED BY THE MAGIC BOX.
 FOMA STARTS BACK HOME WITH WEALTH.
 FOMA RETURNS HOME.

77

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 DUNIA IS THE MOTHER.
 MARCO IS THE UNLUCKY SON.
 MARCO HAS THE ANIMALS.
 BORIS ALSO LIVES IN THE SAME LAND.
 BORIS IS OF MIRACULOUS BIRTH.
 A WOLF APPEARS IN THE CERTAIN KINGDOM.
 THE WOLF PLUNDERS THE ANIMALS.
 MARCO CALLS FOR HELP FROM BORIS.
 BORIS DECIDES TO SEARCH FOR THE WOLF.
 BORIS LEAVES ON A SEARCH.

BORIS MEETS A GIANT ALONG THE WAY.
 THE GIANT IS THREATENED BY BORIS.
 THE GIANT REQUESTS MERCY FROM BORIS.
 BORIS SHOWS MERCY TOWARD THE GIANT.
 A MAGIC RING IS GIVEN TO BORIS.
 A MAGIC BOW , A MAGIC STEED AND A MAGIC BIRD COME FROM THE MAGIC RING.
 BORIS TRAVELS TO THE LOCATION OF THE WOLF IN THE OTHER KINGDOM.
 BORIS TRAVELS BY THE MAGIC STEED.
 BORIS FINDS THE WOLF.
 THEY FIGHT IN AN OPEN FIELD.
 BORIS DEFEATS THE WOLF WITH THE AID OF THE MAGIC BOW.
 BORIS STARTS BACK HOME.
 THE WOLF PACK ATTEMPTS TO DEVOUR BORIS.
 BORIS ESCAPES BY FLYING ON THE MAGIC BIRD.
 BORIS RETURNS HOME.

78

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 THE FATHER IS FOMA.
 MARCO IS THE UNLUCKY SON.
 ELENA IS THE MOTHER.
 KATRINA IS THE BRAVE DAUGHTER.
 ELENA , KATRINA AND MARCO ARE IN THE TOWN.
 ELENA SAYS KATRINA , DO NOT LEAVE THE TOWN.
 ELENA LEAVES TO GO TO THE FOREST.
 KATRINA LEAVES THE TOWN.
 A BEAR SNEAKS INTO THE DISTANT PROVINCE.
 MARCO ASKS THE BEAR WHERE IS YOUR DEATH.
 THE BEAR SAYS THAT MY DEATH IS IN A MAGIC EGG.
 THE BEAR DECLARES WAR ON MARCO.
 FOMA CALLS FOR KATRINA.
 FOMA ANNOUNCES THAT THE BEAR DECLARED WAR ON MARCO.
 KATRINA DECIDES TO SEARCH FOR THE BEAR.
 KATRINA LEAVES ON A SEARCH.

KATRINA MEETS A BULL ALONG THE WAY.
 THE BULL IS FIGHTING WITH A FRIEND OVER THE SHEEP.
 THE BULL ASKS KATRINA TO DIVIDE THE SHEEP.
 KATRINA RECONCILES THE DISPUTE BY FAIRLY DIVIDING THE SHEEP.
 A MAGIC SWORD IS GIVEN TO KATRINA.
 KATRINA TRAVELS TO THE LOCATION OF THE BEAR IN AN OTHER KINGDOM.
 KATRINA TRAVELS ON A SHIP.
 KATRINA FINDS THE BEAR.
 THEY FIGHT IN AN OPEN FIELD.
 KATRINA IS WOUNDED.
 KATRINA DEFEATS THE BEAR WITH THE AID OF THE MAGIC SWORD.
 KATRINA STARTS BACK HOME.
 THE BEAR'S FATHER ATTEMPTS TO KILL KATRINA.
 KATRINA ESCAPES BY AVOIDING BEING KILLED.
 KATRINA RETURNS HOME.

79

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
ELENA IS THE MOTHER.
THE FATHER IS NICHOLAS.
DUNIA IS THE UNLUCKY DAUGHTER.
EMELYA ALSO LIVES IN THE SAME LAND.
EMELYA IS OF MIRACULOUS BIRTH.
BABAYAGA WALKS INTO THE DISTANT PROVINCE.
DUNIA ASKS BABAYAGA WHERE IS YOUR DEATH.
BABAYAGA SAYS THAT MY DEATH IS IN A MAGIC EGG.
BABAYAGA MURDERS DUNIA.
NICHOLAS CALLS FOR HELP FROM EMELYA.
EMELYA LEAVES ON A SEARCH.

EMELYA MEETS A JUG ALONG THE WAY.
THE JUG IS IMPRISONED.
THE JUG ASKS TO BE FREED.
EMELYA FREES THE JUG.
A MAGIC RING IS FOUND BY EMELYA.
A MAGIC SWORD , A MAGIC BIRD AND A MAGIC STEED COME FROM THE MAGIC RING.
EMELYA TRAVELS TO THE LOCATION OF DUNIA IN AN OTHER KINGDOM.
EMELYA TRAVELS ON THE MAGIC STEED.
EMELYA FINDS BABAYAGA.
THEY FIGHT IN AN OPEN FIELD.
EMELYA DEFEATS BABAYAGA WITH THE AID OF THE MAGIC SWORD.
EMELYA STARTS BACK HOME WITH DUNIA.
BABAYAGA'S DAUGHTER PURSUES EMELYA.
EMELYA HIDES IN A TREE.
BABAYAGA'S DAUGHTER ATTEMPTS TO GNAW THROUGH THE TREE.
EMELYA ESCAPES BY FLYING ON THE MAGIC BIRD.
THEY RETURN HOME.

80

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
IVAN IS THE FATHER.
MARIA IS THE BRAVE DAUGHTER.
VASILISA ALSO LIVES IN THE SAME LAND.
BORIS IS VASILISA'S SON.
A BEAR SNEAKS INTO THE CERTAIN KINGDOM.
THE BEAR DISGUISES HIMSELF AS A YOUNG MAN.
THE BEAR ATTEMPTS TO PERSUADE BORIS TO TAKE A MAGIC RING.
BORIS IS PERSUADED TO TAKE THE MAGIC RING.
BORIS FALLS ASLEEP.
THE BEAR ABDUCTS BORIS.
VASILISA CALLS FOR HELP FROM MARIA.
MARIA LEAVES ON A SEARCH.

MARIA MEETS A DEVIL ALONG THE WAY.
THE DEVIL ATTEMPTS TO KILL MARIA BY ROASTING.
MARIA KILLS THE DEVIL BY ROASTING.
A MAGIC SWORD , A MAGIC STEED AND A MAGIC BIRD ARE FOUND BY MARIA.
MARIA TRAVELS TO THE LOCATION OF BORIS IN THE OTHER KINGDOM.
MARIA TRAVELS BY THE MAGIC STEED.
MARIA SURPRISES THE BEAR.
MARIA KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
BORIS IS SEIZED BY MARIA.
MARIA STARTS BACK HOME WITH BORIS.
THEY RETURN HOME.

81

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 EMELYA IS THE UNLUCKY SON.
 THE FATHER IS EREMA.
 MARCO ALSO LIVES IN THE SAME LAND.
 MARCO IS OF MIRACULOUS BIRTH.
 BABAYAGA APPEARS IN THE CERTAIN KINGDOM.
 BABAYAGA ASKS A VILLAGER WHERE IS EMELYA.
 THE VILLAGER SAYS THAT EMELYA IS IN THE FIELDS.
 BABAYAGA THREATENS TO EAT EMELYA.
 MARCO MEETS A VILLAGER.
 THE VILLAGER ANNOUNCES THAT BABAYAGA THREATENED TO EAT EMELYA.
 MARCO DECIDES TO SEARCH FOR BABAYAGA.
 MARCO LEAVES ON A SEARCH.

MARCO MEETS A WITCH ALONG THE WAY.
 THE WITCH GREETES MARCO.
 THE WITCH ASKS MARCO TO ANSWER A QUESTION.
 MARCO DOES NOT RESPOND.
 THE WITCH ASKS AGAIN.
 MARCO RESPONDS RUDELY.
 THE WITCH ASKS FOR THE THIRD TIME.
 MARCO ANSWERS THE QUESTION.
 A MAGIC RING IS SOLD TO MARCO.
 A MAGIC BOW , A MAGIC BIRD AND A MAGIC STEED COME FROM THE MAGIC RING.
 MARCO TRAVELS TO THE LOCATION OF BABAYAGA IN THE OTHER KINGDOM.
 MARCO TRAVELS BY THE MAGIC BIRD.
 MARCO FINDS BABAYAGA.
 THEY FIGHT IN AN OPEN FIELD.
 MARCO DEFEATS BABAYAGA WITH THE AID OF THE MAGIC BOW.
 MARCO STARTS BACK HOME.
 MARCO RETURNS HOME.

82

THE BORISIEVICHES LIVE IN A DISTANT PROVINCE.
 EMELYA IS THE FATHER.
 KATRINA IS THE BRAVE DAUGHTER.
 BORIS WHO OWNS CROPS ALSO LIVES IN THE SAME LAND.
 A BEAR APPEARS IN THE DISTANT PROVINCE.
 THE BEAR PILLAGES THE CROPS.
 BORIS CALLS FOR KATRINA.
 BORIS ANNOUNCES THAT THE BEAR PILLAGED THE CROPS.
 KATRINA DECIDES TO SEARCH FOR THE BEAR.

KATRINA MEETS AN OLD MAN ALONG THE WAY.
 THE OLD MAN OFFERS A MAGIC BOW , A MAGIC STEED AND A MAGIC CARPET.
 THEY ARE OFFERED TO KATRINA FOR EXCHANGE.
 KATRINA AGREES TO EXCHANGE.
 KATRINA USES THE MAGIC BOW TO KILL THE OLD MAN.
 KATRINA TRAVELS TO THE LOCATION OF THE BEAR IN AN OTHER KINGDOM.
 KATRINA TRAVELS BY THE MAGIC STEED.
 KATRINA FINDS THE BEAR.
 THEY FIGHT IN AN OPEN FIELD.
 KATRINA IS WOUNDED.
 KATRINA DEFEATS THE BEAR WITH THE AID OF THE MAGIC BOW.
 KATRINA STARTS BACK HOME.
 KATRINA RETURNS HOME.

83

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 ALIOSHA IS THE BRAVE SON.
 ELENA IS THE MOTHER.
 EREMA IS THE FATHER.
 BALDAK ALSO LIVES IN THE SAME LAND.
 A WOLF SNEAKS INTO THE CERTAIN KINGDOM.
 THE WOLF ASKS A VILLAGER WHERE IS BALDAK.
 THE VILLAGER SAYS THAT BALDAK IS IN THE HUT.
 THE WOLF PLUCKS OUT BALDAK'S EYE.
 BALDAK CALLS FOR HELP FROM ALIOSHA.
 ALIOSHA LEAVES ON A SEARCH.

ALIOSHA MEETS A STOVE ALONG THE WAY.
 THE STOVE PROPOSES THAT ALIOSHA EAT THE MEAL WHICH IT HAS PREPARED.
 ALIOSHA DOES NOT RESPOND.
 THE STOVE ASKS AGAIN.
 ALIOSHA REFUSES.
 THE STOVE ASKS FOR THE THIRD TIME.
 ALIOSHA RESPONDS BY PARTAKING OF THE MEAL.
 A MAGIC POTION IS CONSUMED BY ALIOSHA.
 ALIOSHA OBTAINS THE ABILITY TO FLY.
 ALIOSHA TRAVELS TO THE LOCATION OF THE EYE IN THE OTHER KINGDOM.
 ALIOSHA TRAVELS BY THE ABILITY TO FLY.
 THE EYE IS SEIZED BY ALIOSHA.
 ALIOSHA STARTS BACK HOME WITH THE EYE.
 THE WOLF ATTEMPTS TO DEVOUR ALIOSHA.
 ALIOSHA ESCAPES BY FLYING USING THE ABILITY TO FLY.
 ALIOSHA RETURNS HOME.

84

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 THE FATHER IS EMELYA.
 MARIA IS THE MOTHER.
 ELENA IS THE UNLUCKY DAUGHTER.
 EREMA ALSO LIVES IN THE SAME LAND.
 EREMA IS OF MIRACULOUS BIRTH.
 A BEAR SNEAKS INTO THE DISTANT PROVINCE.
 THE BEAR DISGUISES HIMSELF AS A YOUNG MAN.
 THE BEAR USES A SLEEPING POTION ON ELENA.
 ELENA FALLS ASLEEP.
 THE BEAR DEMANDS ELENA.
 EMELYA REFUSES.
 EMELYA CALLS FOR EREMA.
 EMELYA ANNOUNCES THAT THE BEAR DEMANDED ELENA.
 EREMA DECIDES TO SEARCH FOR THE BEAR.
 EREMA LEAVES ON A SEARCH.

EREMA MEETS A BULL ALONG THE WAY.
 THE BULL OFFERS A MAGIC SWORD , A MAGIC BIRD AND A MAGIC CARPET.
 THEY ARE OFFERED TO EREMA FOR EXCHANGE.
 EREMA AGREES TO EXCHANGE.
 EREMA USES THE MAGIC SWORD TO KILL THE BULL.
 EREMA TRAVELS TO THE LOCATION OF THE BEAR IN AN OTHER KINGDOM.
 EREMA TRAVELS BY THE MAGIC BIRD.
 EREMA SURPRISES THE BEAR.
 EREMA KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
 EREMA STARTS BACK HOME.
 THE BEAR'S FATHER ATTEMPTS TO DEVOUR EREMA.
 EREMA ESCAPES BY FLYING ON THE MAGIC CARPET.
 EREMA RETURNS HOME.

85

THE PARANOV'S LIVE IN A CERTAIN KINGDOM.
MARTHA IS THE BRAVE DAUGHTER.

ALIOSHA IS THE FATHER.

BALDAK WHO OWNS CROPS ALSO LIVES IN THE SAME LAND.

A BEAR SNEAKS INTO THE CERTAIN KINGDOM.

THE BEAR DISGUISES HIMSELF AS AN OLD LADY.

THE BEAR USES A SLEEPING POTION ON BALDAK.

BALDAK FALLS ASLEEP.

THE BEAR PILLAGES THE CROPS.

BALDAK SENDS MARTHA TO SEARCH FOR THE BEAR.

MARTHA LEAVES ON A SEARCH.

MARTHA MEETS A FOREST KNIGHT ALONG THE WAY.

THE FOREST KNIGHT ATTEMPTS TO KILL MARTHA BY BEHEADING.

MARTHA KILLS THE FOREST KNIGHT BY BEHEADING.

A MAGIC BOW IS SEIZED BY MARTHA.

MARTHA TRAVELS TO THE LOCATION OF THE BEAR IN THE OTHER KINGDOM.

MARTHA IS DIRECTED BY A BEGGAR.

MARTHA SURPRISES THE BEAR.

MARTHA KILLS THE BEAR WITH THE AID OF THE MAGIC BOW.

MARTHA STARTS BACK HOME.

THE BEAR'S FATHER FLYS AFTER MARTHA.

MARTHA ESCAPES BY FLYING ON A GOOSE.

MARTHA RETURNS HOME.

86

THE BERENNIKOV'S LIVE IN A CERTAIN KINGDOM.

THE MOTHER IS MARIA.

THE OLDEST DAUGHTER IS MARTHA.

MARTHA NEEDS WEALTH.

MARTHA DECIDES TO SEARCH FOR WEALTH.

MARTHA LEAVES ON A SEARCH.

MARTHA MEETS A BULL ALONG THE WAY.

THE BULL IS FIGHTING WITH A FRIEND OVER BONES.

THE BULL ASKS MARTHA TO DIVIDE THE BONES.

MARTHA RECONCILES THE DISPUTE BY FAIRLY DIVIDING THE BONES.

A MAGIC CARPET , A MAGIC BIRD AND A MAGIC BOX ARE GIVEN TO MARTHA.

MARTHA TRAVELS TO THE LOCATION OF WEALTH IN THE OTHER KINGDOM.

MARTHA TRAVELS BY THE MAGIC CARPET.

GOLD IS PRODUCED BY THE MAGIC BOX.

MARTHA STARTS BACK HOME WITH WEALTH.

MARTHA RETURNS HOME.

87

THE POPOVICHES LIVE IN A DISTANT PROVINCE.
 THE FATHER IS BORIS.
 MARTHA IS THE MOTHER.
 NICHOLAS IS THE UNLUCKY SON.
 KATRINA ALSO LIVES IN THE SAME LAND.
 KATRINA IS OF MIRACULOUS BIRTH.
 A WOLF FLIES INTO THE DISTANT PROVINCE.
 THE WOLF CASTS A SPELL ON NICHOLAS.
 NICHOLAS IS REPLACED WITH THE WOLF'S SON.
 BORIS DISCOVERS THE SUBSTITUTION.
 BORIS CALLS FOR HELP FROM KATRINA.
 KATRINA DECIDES TO SEARCH FOR NICHOLAS.
 KATRINA LEAVES ON A SEARCH.

KATRINA MEETS A WITCH ALONG THE WAY.
 THE WITCH PROPOSES THAT KATRINA LISTEN TO THE GUSLA WITHOUT FALLING ASLEEP.
 KATRINA FAILS.
 KATRINA TRIES AGAIN.
 KATRINA FAILS AGAIN.
 KATRINA TRIES FOR THE THIRD TIME.
 KATRINA RESPONDS BY STAYING AWAKE WHILE LISTENING TO THE GUSLA.
 A MAGIC POTION IS CONSUMED BY KATRINA.
 KATRINA OBTAINS INCREDIBLE SPEED.
 KATRINA TRAVELS TO THE LOCATION OF NICHOLAS IN AN OTHER KINGDOM.
 KATRINA TRAVELS ON INCREDIBLE SPEED.
 NICHOLAS IS FREED FROM THE SPELL BY KATRINA.
 KATRINA STARTS BACK HOME WITH NICHOLAS.
 THE WOLF TEMPTS KATRINA BY CHANGING INTO AN ALLURING OBJECT.
 KATRINA ESCAPES BY FLYING USING INCREDIBLE SPEED.
 THEY RETURN HOME.

88

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 ALIOSHA IS THE BRAVE SON.
 BORIS IS THE FATHER.
 VASILISA IS THE MOTHER.
 KATRINA ALSO LIVES IN THE SAME LAND.
 DUNIA IS KATRINA'S DAUGHTER.
 A WOLF WALKS INTO THE CERTAIN KINGDOM.
 THE WOLF ABDUCTS DUNIA.
 KATRINA SENDS ALIOSHA TO SEARCH FOR DUNIA.
 ALIOSHA LEAVES ON A SEARCH.

ALIOSHA MEETS A FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT BRAWLS IN A FOREST HUT WITH ALIOSHA.
 ALIOSHA DEFEATS THE FOREST KNIGHT.
 A MAGIC BOW , A MAGIC CARPET AND A MAGIC STEED ARE SHOWN TO ALIOSHA.
 ALIOSHA TAKES THEM.
 ALIOSHA TRAVELS TO THE LOCATION OF DUNIA IN THE OTHER KINGDOM.
 ALIOSHA TRAVELS BY THE MAGIC CARPET.
 ALIOSHA FINDS THE WOLF.
 THEY FIGHT IN AN OPEN FIELD.
 ALIOSHA DEFEATS THE WOLF WITH THE AID OF THE MAGIC BOW.
 DUNIA APPEARS TO ALIOSHA.
 ALIOSHA STARTS BACK HOME WITH DUNIA.
 THEY RETURN HOME.

89

THE MOREVNAS LIVE IN A CERTAIN KINGDOM.
 EREMA IS THE FATHER.
 MARTHA IS THE BRAVE DAUGHTER.
 VASILISA WHO OWNS CROPS ALSO LIVES IN THE SAME LAND.
 BABAYAGA SNEAKS INTO THE CERTAIN KINGDOM.
 BABAYAGA PILLAGES THE CROPS.
 MARTHA ASKS PERMISSION TO LEAVE.
 MARTHA DECIDES TO SEARCH FOR BABAYAGA.
 MARTHA LEAVES ON A SEARCH.

MARTHA MEETS A GIANT ALONG THE WAY.
 THE GIANT IS THREATENED BY MARTHA.
 THE GIANT REQUESTS MERCY FROM MARTHA.
 MARTHA SHOWS MERCY TOWARD THE GIANT.
 A MAGIC FLINT IS GIVEN TO MARTHA.
 A MAGIC BOW COMES FROM THE MAGIC FLINT.
 MARTHA TRAVELS TO THE LOCATION OF BABAYAGA IN THE OTHER KINGDOM.
 MARTHA TRAVELS ON A SHIP.
 MARTHA FINDS BABAYAGA.
 THEY FIGHT IN AN OPEN FIELD.
 MARTHA IS WOUNDED.
 MARTHA DEFEATS BABAYAGA WITH THE AID OF THE MAGIC BOW.
 MARTHA STARTS BACK HOME.
 MARTHA RETURNS HOME.

90

THE BORISIEVICHES LIVE IN A DISTANT PROVINCE.
 THE OLDEST SON IS ALIOSHA.
 THE MOTHER IS ELENA.
 THE FATHER IS VLADIMIR.
 ALIOSHA NEEDS A GOLD DUCK.
 ALIOSHA DECIDES TO SEARCH FOR THE GOLD DUCK.
 ALIOSHA LEAVES ON A SEARCH.

ALIOSHA MEETS A COW ALONG THE WAY.
 THE COW ATTEMPTS TO KILL ALIOSHA BY ROASTING.
 ALIOSHA KILLS THE COW BY ROASTING.
 A MAGIC FLINT IS FOUND BY ALIOSHA.
 A MAGIC BIRD , A MAGIC CARPET AND A MAGIC HEN COME FROM THE MAGIC FLINT.
 ALIOSHA TRAVELS TO THE LOCATION OF THE GOLD DUCK IN AN OTHER KINGDOM.
 ALIOSHA TRAVELS BY THE MAGIC CARPET.
 THE GOLD DUCK APPEARS FROM THE MAGIC HEN.
 ALIOSHA STARTS BACK HOME WITH THE GOLD DUCK.
 ALIOSHA RETURNS HOME.

91

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
 THE MOTHER IS ELENA.
 THE FATHER IS FOMA.
 FOMA NEEDS THE EGG OF DEATH.
 ELENA SENDS FOMA TO SEARCH FOR THE EGG OF DEATH.
 FOMA LEAVES ON A SEARCH.

FOMA MEETS THE COW ALONG THE WAY.
 THE COW IS DYING.
 THE COW ASKS THAT FOMA EAT NOT OF HER MEAT.
 FOMA IS TO GATHER AND BURY THE BONES IN THE GARDEN.
 FOMA IS TO FORGET NOT THE COW.
 FOMA DOES NOT RESPOND.
 THE COW ASKS AGAIN.
 FOMA REFUSES.
 THE COW ASKS FOR THE THIRD TIME.
 FOMA RESPONDS BY FOLLOWING THE INSTRUCTIONS OF THE COW.
 A MAGIC BOX IS GIVEN TO FOMA.
 FOMA TRAVELS TO THE LOCATION OF THE EGG OF DEATH IN THE OTHER KINGDOM.
 FOMA CLIMBS A STAIRWAY.
 THE EGG OF DEATH APPEARS FROM THE MAGIC BOX.
 FOMA STARTS BACK HOME WITH THE EGG OF DEATH.
 FOMA RETURNS HOME.

92

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 VLADIMIR IS THE OLDEST SON.
 BORIS IS THE FATHER.
 KATRINA IS THE MOTHER.
 MARIA IS THE UNLUCKY DAUGHTER.
 NICHOLAS ALSO LIVES IN THE SAME LAND.
 NICHOLAS IS OF MIRACULOUS BIRTH.
 BABAYAGA APPEARS IN THE CERTAIN KINGDOM.
 BABAYAGA ASKS A VILLAGER WHERE IS MARIA.
 THE VILLAGER SAYS THAT MARIA IS IN THE TOWN.
 BABAYAGA ORDERS MARIA INTO THE SEA.
 VLADIMIR CALLS FOR HELP FROM NICHOLAS.
 NICHOLAS DECIDES TO SEARCH FOR MARIA.
 NICHOLAS LEAVES ON A SEARCH.

NICHOLAS MEETS A GIANT ALONG THE WAY.
 THE GIANT BRAWLS IN A FOREST HUT WITH NICHOLAS.
 THE GIANT TWICE REPELS NICHOLAS.
 THEY FIGHT FOR THE THIRD TIME.
 NICHOLAS DEFEATS THE GIANT.
 A MAGIC BOW , A MAGIC BIRD AND A MAGIC HEN ARE SHOWN TO NICHOLAS.
 NICHOLAS TAKES THEM.
 MARIA APPEARS FROM THE MAGIC HEN.
 NICHOLAS STARTS BACK HOME WITH MARIA.
 BABAYAGA ATTEMPTS TO DEVOUR NICHOLAS.
 NICHOLAS ESCAPES BY FLYING ON THE MAGIC BIRD.
 THEY RETURN HOME.

93

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
MARCO IS THE FATHER.
EREMA IS THE BRAVE SON.
FOMA ALSO LIVES IN THE SAME LAND.
ALIOSHA IS FOMA'S SON.
BABAYAGA SNEAKS INTO THE DISTANT PROVINCE.
BABAYAGA CAUSES THE DISAPPEARANCE OF ALIOSHA.
FOMA CALLS FOR EREMA.
FOMA ANNOUNCES THAT BABAYAGA CAUSED THE DISAPPEARANCE OF ALIOSHA.
EREMA LEAVES ON A SEARCH.

EREMA MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT IS IMPRISONED.
THE FOREST KNIGHT ASKS TO BE FREED.
EREMA FREES THE FOREST KNIGHT.
A MAGIC FLINT IS SEIZED BY EREMA.
A MAGIC BOX COMES FROM THE MAGIC FLINT.
ALIOSHA APPEARS FROM THE MAGIC BOX.
EREMA STARTS BACK HOME WITH ALIOSHA.
BABAYAGA CHASES AFTER EREMA.
EREMA ESCAPES BY FLYING ON A FALCON.
THEY RETURN HOME.

94

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
DUNIA IS THE MOTHER.
THE FATHER IS BORIS.
ALIOSHA IS THE UNLUCKY SON.
BALDAK IS THE BRAVE SON.
EREMA IS THE WICKED SON.
EREMA HATES ALIOSHA.
EREMA ASKS A VILLAGER WHERE IS ALIOSHA.
THE VILLAGER SAYS THAT ALIOSHA IS IN THE TOWN.
EREMA THREATENS TO EAT ALIOSHA.
BORIS CALLS FOR HELP FROM BALDAK.
BALDAK DECIDES TO SEARCH FOR HELP.
BALDAK LEAVES ON A SEARCH.

BALDAK MEETS A WITCH ALONG THE WAY.
THE WITCH PROPOSES BALDAK LISTEN TO THE GUSLA WITHOUT FALLING ASLEEP.
BALDAK FAILS.
BALDAK TRIES AGAIN.
BALDAK FAILS AGAIN.
BALDAK TRIES FOR THE THIRD TIME.
BALDAK RESPONDS BY STAYING AWAKE WHILE LISTENING TO THE GUSLA.
A MAGIC BOW , A MAGIC BIRD AND A MAGIC STEED ARE GIVEN TO BALDAK.
BALDAK RETURNS HOME.
BALDAK TRAVELS BY THE MAGIC STEED.
BALDAK FINDS EREMA.
THEY FIGHT IN AN OPEN FIELD.
BALDAK IS WOUNDED.
BALDAK DEFEATS EREMA WITH THE AID OF THE MAGIC BOW.

95

THE BORISIEVICHES LIVE IN A DISTANT PROVINCE.
 THE FATHER IS ALIOSHA.
 EREMA IS THE UNLUCKY SON.
 BORIS ALSO LIVES IN THE SAME LAND.
 BORIS IS OF MIRACULOUS BIRTH.
 BABAYAGA APPEARS IN THE DISTANT PROVINCE.
 BABAYAGA DISGUISES HERSELF AS A YOUNG MAN.
 BABAYAGA USES A SLEEPING POTION ON EREMA.
 EREMA FALLS ASLEEP.
 BABAYAGA IMPRISONS EREMA.
 ALIOSHA CALLS FOR BORIS.
 ALIOSHA ANNOUNCES THAT BABAYAGA IMPRISONED EREMA.
 BORIS DECIDES TO SEARCH FOR EREMA.
 BORIS LEAVES ON A SEARCH.

BORIS MEETS AN OLD MAN ALONG THE WAY.
 THE OLD MAN IS FIGHTING WITH A FRIEND OVER BONES.
 THE OLD MAN ASKS BORIS TO DIVIDE THE BONES.
 BORIS RECONCILES THE DISPUTE BY FAIRLY DIVIDING THE BONES.
 A MAGIC RING IS GIVEN TO BORIS.
 A MAGIC SWORD COMES FROM THE MAGIC RING.
 BORIS TRAVELS TO THE LOCATION OF EREMA IN AN OTHER KINGDOM.
 BORIS IS LED BY A FOX.
 BORIS FINDS BABAYAGA.
 THEY FIGHT IN AN OPEN FIELD.
 BORIS DEFEATS BABAYAGA WITH THE AID OF THE MAGIC SWORD.
 EREMA IS OBTAINED BY BORIS.
 BORIS STARTS BACK HOME WITH EREMA.
 THEY RETURN HOME.

96

THE BERENNIKOVs LIVE IN A DISTANT PROVINCE.
 VASILISA IS THE UNLUCKY DAUGHTER.
 ALIOSHA IS THE FATHER.
 THE MOTHER IS DUNIA.
 KATRINA ALSO LIVES IN THE SAME LAND.
 KATRINA IS OF MIRACULOUS BIRTH.
 A DRAGON SNEAKS INTO THE DISTANT PROVINCE.
 THE DRAGON THREATENS TO MARRY VASILISA.
 KATRINA MEETS A VILLAGER.
 THE VILLAGER ANNOUNCES THAT THE DRAGON THREATENED TO MARRY VASILISA.
 KATRINA LEAVES ON A SEARCH.

KATRINA MEETS A DEVIL ALONG THE WAY.
 THE DEVIL GREETs KATRINA.
 THE DEVIL ASKS KATRINA TO ANSWER A QUESTION.
 KATRINA ANSWERS THE QUESTION.
 A MAGIC FLINT IS SOLD TO KATRINA.
 A MAGIC BIRD COMES FROM THE MAGIC FLINT.
 KATRINA TRAVELS TO THE LOCATION OF THE DRAGON IN AN OTHER KINGDOM.
 KATRINA TRAVELS BY THE MAGIC BIRD.
 KATRINA FINDS THE DRAGON.
 THEY ENGAGE IN A COMPETITION.
 KATRINA WINS WITH HELP OF CLEVERNESS.
 KATRINA STARTS BACK HOME.
 KATRINA RETURNS HOME.

97

THE MOREVNAS LIVE IN A CERTAIN KINGDOM.
 ALIOSHA IS THE FATHER.
 VASILISA IS THE MOTHER.
 BORIS IS THE UNLUCKY SON.
 BORIS HAS CROPS.
 EMELYA ALSO LIVES IN THE SAME LAND.
 EMELYA IS OF MIRACULOUS BIRTH.
 BABAYAGA FLYS INTO THE CERTAIN KINGDOM.
 BABAYAGA ASKS A VILLAGER WHERE ARE THE CROPS.
 THE VILLAGER SAYS THAT THE CROPS ARE IN THE HUT.
 BABAYAGA PILLAGES THE CROPS.
 BORIS CALLS FOR EMELYA.
 BORIS ANNOUNCES THAT BABAYAGA PILLAGED THE CROPS.
 EMELYA DECIDES TO SEARCH FOR BABAYAGA.
 EMELYA LEAVES ON A SEARCH.

EMELYA MEETS A FOREST KNIGHT ALONG THE WAY.
 THE FOREST KNIGHT GREETES EMELYA.
 THE FOREST KNIGHT ASKS EMELYA TO ANSWER A QUESTION.
 EMELYA DOES NOT RESPOND.
 THE FOREST KNIGHT ASKS AGAIN.
 EMELYA RESPONDS RUDELY.
 THE FOREST KNIGHT ASKS FOR THE THIRD TIME.
 EMELYA ANSWERS THE QUESTION.
 A MAGIC SWORD IS GIVEN TO EMELYA.
 EMELYA TRAVELS TO THE LOCATION OF BABAYAGA IN THE OTHER KINGDOM.
 EMELYA IS DIRECTED BY A HEDGEHOG.
 EMELYA SURPRISES BABAYAGA.
 EMELYA KILLS BABAYAGA WITH THE AID OF THE MAGIC SWORD.
 EMELYA STARTS BACK HOME.
 EMELYA RETURNS HOME.

98

THE BORISIEVICHES LIVE IN A CERTAIN KINGDOM.
 THE FATHER IS EREMA.
 THE OLDEST DAUGHTER IS MARIA.
 MARIA NEEDS A HUSBAND.
 MARIA LEAVES ON A SEARCH.

MARIA MEETS A DEVIL ALONG THE WAY.
 THE DEVIL IS THREATENED BY MARIA.
 THE DEVIL REQUESTS MERCY FROM MARIA.
 MARIA SHOWS MERCY TOWARD THE DEVIL.
 A MAGIC BIRD , A MAGIC STEED AND A MAGIC BOX ARE SEIZED BY MARIA.
 MARIA TRAVELS TO THE LOCATION OF A HUSBAND IN THE OTHER KINGDOM.
 MARIA TRAVELS BY THE MAGIC STEED.
 A HUSBAND APPEARS FROM THE MAGIC BOX.
 MARIA STARTS BACK HOME WITH A HUSBAND.
 THEY RETURN HOME.

99

THE BORISIEVICHES LIVE IN A DISTANT PROVINCE.
VLADIMIR IS THE BRAVE SON.
KATRINA IS THE MOTHER.
EREMA IS THE FATHER.
DUNIA ALSO LIVES IN THE SAME LAND.
VASILISA IS DUNIA'S DAUGHTER.
A BEAR APPEARS IN THE DISTANT PROVINCE.
THE BEAR TORMENTS VASILISA AT NIGHT.
DUNIA CALLS FOR VLADIMIR.
DUNIA ANNOUNCES THAT THE BEAR TORMENTED VASILISA.
VLADIMIR DECIDES TO SEARCH FOR THE BEAR.
VLADIMIR LEAVES ON A SEARCH.

VLADIMIR MEETS A GIANT ALONG THE WAY.
THE GIANT ATTEMPTS TO KILL VLADIMIR BY FEEDING TO RATS.
VLADIMIR KILLS THE GIANT BY FEEDING TO RATS.
A MAGIC RING IS FOUND BY VLADIMIR.
A MAGIC SWORD , A MAGIC STEED AND A MAGIC BIRD COME FROM THE MAGIC RING.
VLADIMIR TRAVELS TO THE LOCATION OF THE BEAR IN AN OTHER KINGDOM.
VLADIMIR TRAVELS BY THE MAGIC STEED.
VLADIMIR SURPRISES THE BEAR.
VLADIMIR KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
VLADIMIR STARTS BACK HOME.
THE BEAR'S FATHER ATTEMPTS TO KILL VLADIMIR.
VLADIMIR ESCAPES BY FLYING ON THE MAGIC BIRD.
VLADIMIR RETURNS HOME.

100

THE MOREVNAS LIVE IN A CERTAIN KINGDOM.
THE FATHER IS IVAN.
THE MOTHER IS VASILISA.
VASILISA NEEDS A GOLD DUCK.
IVAN SENDS VASILISA TO SEARCH FOR THE GOLD DUCK.
VASILISA LEAVES ON A SEARCH.

VASILISA MEETS A COW ALONG THE WAY.
THE COW IS THREATENED BY VASILISA.
THE COW REQUESTS MERCY FROM VASILISA.
VASILISA SHOWS MERCY TOWARD THE COW.
A MAGIC HEN IS GIVEN TO VASILISA.
VASILISA TRAVELS TO THE LOCATION OF THE GOLD DUCK IN THE OTHER KINGDOM.
VASILISA IS DIRECTED BY A HEDGEHOG.
THE GOLD DUCK APPEARS FROM THE MAGIC HEN.
VASILISA STARTS BACK HOME WITH THE GOLD DUCK.
VASILISA RETURNS HOME.

101

THE BERENNIKOV'S LIVE IN A DISTANT PROVINCE.
 EREMA IS THE UNLUCKY SON.
 THE FATHER IS NICHOLAS.
 BORIS ALSO LIVES IN THE SAME LAND.
 BORIS IS OF MIRACULOUS BIRTH.
 BABAYAGA APPEARS IN THE DISTANT PROVINCE.
 BABAYAGA DISGUISES HERSELF AS A BIRD.
 BABAYAGA ATTEMPTS TO PERSUADE EREMA TO TAKE A SWIM.
 EREMA IS PERSUADED TO TAKE A SWIM.
 EREMA FALLS ASLEEP.
 BABAYAGA THREATENS TO EAT EREMA.
 NICHOLAS SENDS BORIS TO SEARCH FOR BABAYAGA.
 BORIS LEAVES ON A SEARCH.

BORIS MEETS A BULL ALONG THE WAY.
 THE BULL GREET'S BORIS.
 THE BULL ASKS BORIS TO ANSWER A QUESTION.
 BORIS DOES NOT RESPOND.
 THE BULL ASKS AGAIN.
 BORIS RESPONDS RUDELY.
 THE BULL ASKS FOR THE THIRD TIME.
 BORIS ANSWERS THE QUESTION.
 A MAGIC SWORD , A MAGIC CARPET AND A MAGIC STEED ARE SHOWN TO BORIS.
 BORIS TAKES THEM.
 BORIS TRAVELS TO THE LOCATION OF BABAYAGA IN AN OTHER KINGDOM.
 BORIS TRAVELS ON THE MAGIC STEED.
 BORIS FINDS BABAYAGA.
 THEY FIGHT IN AN OPEN FIELD.
 BORIS DEFEATS BABAYAGA WITH THE AID OF THE MAGIC SWORD.
 BORIS STARTS BACK HOME.
 BORIS RETURNS HOME.

102

THE BERENNIKOV'S LIVE IN A DISTANT PROVINCE.
 THE OLDEST SON IS FOMA.
 THE MOTHER IS KATRINA.
 THE FATHER IS NICHOLAS.
 FOMA NEEDS A BRIDE.
 FOMA ASKS PERMISSION TO LEAVE.
 FOMA LEAVES ON A SEARCH.

FOMA MEETS A GIANT ALONG THE WAY.
 THE GIANT IS FIGHTING WITH A FRIEND OVER THE SHEEP.
 THE GIANT ASKS FOMA TO DIVIDE THE SHEEP.
 FOMA RECONCILES THE DISPUTE BY FAIRLY DIVIDING THE SHEEP.
 A MAGIC CARPET , A MAGIC BIRD AND A MAGIC BOX ARE GIVEN TO FOMA.
 FOMA TRAVELS TO THE LOCATION OF A BRIDE IN AN OTHER KINGDOM.
 FOMA TRAVELS BY THE MAGIC BIRD.
 A BRIDE APPEARS FROM THE MAGIC BOX.
 FOMA STARTS BACK HOME WITH A BRIDE.
 THEY RETURN HOME.

103

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
FOMA IS THE FATHER.
THE MOTHER IS ELENA.
MARTHA IS THE UNLUCKY DAUGHTER.
EREMA ALSO LIVES IN THE SAME LAND.
EREMA IS OF MIRACULOUS BIRTH.
A DRAGON APPEARS IN THE CERTAIN KINGDOM.
THE DRAGON DISGUISES HIMSELF AS AN OLD LADY.
THE DRAGON USES A SLEEPING POTION ON MARTHA.
MARTHA FALLS ASLEEP.
THE DRAGON THREATENS TO MARRY MARTHA.
ELENA SENDS EREMA TO SEARCH FOR THE DRAGON.
EREMA LEAVES ON A SEARCH.

EREMA MEETS A BULL ALONG THE WAY.
THE BULL ATTEMPTS TO KILL EREMA BY ROASTING.
EREMA KILLS THE BULL BY ROASTING.
A MAGIC FLINT IS SEIZED BY EREMA.
A MAGIC SWORD , A MAGIC BIRD AND A MAGIC CARPET COME FROM THE MAGIC FLINT.
EREMA TRAVELS TO THE LOCATION OF THE DRAGON IN THE OTHER KINGDOM.
EREMA TRAVELS BY THE MAGIC CARPET.
EREMA SURPRISES THE DRAGON.
EREMA KILLS THE DRAGON WITH THE AID OF THE MAGIC SWORD.
EREMA STARTS BACK HOME.
THE DRAGON'S WIVES CHASE AFTER EREMA.
EREMA ESCAPES BY FLYING ON THE MAGIC BIRD.
EREMA RETURNS HOME.

104

THE BERENNIKOVS LIVE IN A CERTAIN KINGDOM.
BORIS IS THE FATHER.
KATRINA IS THE MOTHER.
EREMA IS THE BRAVE SON.
IVAN ALSO LIVES IN THE SAME LAND.
MARIA IS IVAN'S DAUGHTER.
A BEAR SNEAKS INTO THE CERTAIN KINGDOM.
MARIA ASKS THE BEAR WHERE IS YOUR DEATH.
THE BEAR SAYS THAT MY DEATH IS IN A MAGIC EGG.
THE BEAR ABDUCTS MARIA.
IVAN CALLS FOR HELP FROM EREMA.
EREMA DECIDES TO SEARCH FOR MARIA.
EREMA LEAVES ON A SEARCH.

EREMA MEETS A GIANT ALONG THE WAY.
THE GIANT IS IMPRISONED.
THE GIANT ASKS TO BE FREED.
EREMA FREES THE GIANT.
A MAGIC RING IS PLACED AT THE DISPOSAL OF EREMA.
EREMA TAKES THE MAGIC RING.
A MAGIC SWORD , A MAGIC STEED AND A MAGIC CARPET COME FROM THE MAGIC RING.
EREMA TRAVELS TO THE LOCATION OF MARIA IN THE OTHER KINGDOM.
EREMA TRAVELS BY THE MAGIC STEED.
EREMA SURPRISES THE BEAR.
EREMA KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
MARIA IS OBTAINED BY EREMA.
EREMA STARTS BACK HOME WITH MARIA.
THE BEAR'S FATHER CHASES AFTER EREMA.
EREMA ESCAPES BY FLYING ON THE MAGIC CARPET.
THEY RETURN HOME.

105

THE BERENNIKOVS LIVE IN A CERTAIN KINGDOM.
BORIS IS THE UNLUCKY SON.
BORIS HAS THE CATTLE.
KATRINA IS THE MOTHER.
VLADIMIR IS THE FATHER.
FOMA ALSO LIVES IN THE SAME LAND.
FOMA IS OF MIRACULOUS BIRTH.
A WOLF WALKS INTO THE CERTAIN KINGDOM.
THE WOLF PLUNDERS THE CATTLE.
BORIS CALLS FOR FOMA.
BORIS ANNOUNCES THAT THE WOLF PLUNDERED THE CATTLE.
FOMA DECIDES TO SEARCH FOR THE WOLF.

FOMA MEETS A JUG ALONG THE WAY.
THE JUG IS FIGHTING WITH A FRIEND OVER A MAGIC FLINT.
THE JUG ASKS FOMA TO DIVIDE THE MAGIC FLINT.
FOMA TRICKS THE DISPUTANTS INTO LEAVING THE MAGIC FLINT UNPROTECTED.
THE MAGIC FLINT IS SEIZED BY FOMA.
A MAGIC CARPET COMES FROM THE MAGIC FLINT.
FOMA TRAVELS TO THE LOCATION OF THE WOLF IN THE OTHER KINGDOM.
FOMA TRAVELS BY THE MAGIC CARPET.
FOMA FINDS THE WOLF.
THEY ENGAGE IN A COMPETITION.
FOMA WINS WITH HELP OF CLEVERNESS.
FOMA STARTS BACK HOME.
FOMA RETURNS HOME.

106

THE POPOVICHES LIVE IN A CERTAIN KINGDOM.
DUNIA IS THE MOTHER.
MARCO IS THE UNLUCKY SON.
VASILISA ALSO LIVES IN THE SAME LAND.
VASILISA IS OF MIRACULOUS BIRTH.
A BEAR APPEARS IN THE CERTAIN KINGDOM.
THE BEAR CUTS OFF MARCO'S LEG.
VASILISA MEETS A VILLAGER.
THE VILLAGER ANNOUNCES THAT THE BEAR INJURED MARCO.
VASILISA LEAVES ON A SEARCH.

VASILISA MEETS A FOREST KNIGHT ALONG THE WAY.
THE FOREST KNIGHT IS THREATENED BY VASILISA.
THE FOREST KNIGHT REQUESTS MERCY FROM VASILISA.
VASILISA SHOWS MERCY TOWARD THE FOREST KNIGHT.
A MAGIC FLINT IS FOUND BY VASILISA.
A MAGIC STEED COMES FROM THE MAGIC FLINT.
VASILISA TRAVELS TO THE LOCATION OF THE LEG IN THE OTHER KINGDOM.
VASILISA TRAVELS BY THE MAGIC STEED.
THE LEG IS SEIZED BY VASILISA.
VASILISA STARTS BACK HOME WITH THE LEG.
THE BEAR ATTEMPTS TO KILL VASILISA.
VASILISA ESCAPES BY FLYING ON THE MAGIC STEED.
VASILISA RETURNS HOME.

107

THE BERENNIKOV'S LIVE IN A CERTAIN KINGDOM.
 DUNIA IS THE MOTHER.
 VLADIMIR IS THE BRAVE SON.
 ELENA ALSO LIVES IN THE SAME LAND.
 ALIOSHA IS ELENA'S SON.
 A BEAR SNEAKS INTO THE CERTAIN KINGDOM.
 ALIOSHA ASKS THE BEAR WHERE IS YOUR WISDOM.
 THE BEAR SAYS THAT MY WISDOM IS IN A MAGIC EGG.
 THE BEAR ABDUCTS ALIOSHA.
 VLADIMIR MEETS A VILLAGER.
 THE VILLAGER ANNOUNCES THAT THE BEAR ABDUCTED ALIOSHA.
 VLADIMIR DECIDES TO SEARCH FOR ALIOSHA.
 VLADIMIR LEAVES ON A SEARCH.

VLADIMIR MEETS A JUG ALONG THE WAY.
 THE JUG BRAWLS IN A FOREST HUT WITH VLADIMIR.
 THE JUG TWICE REPELS VLADIMIR.
 THEY FIGHT FOR THE THIRD TIME.
 VLADIMIR DEFEATS THE JUG.
 A MAGIC SWORD IS PLACED AT THE DISPOSAL OF VLADIMIR.
 VLADIMIR TAKES THE MAGIC SWORD.
 VLADIMIR TRAVELS TO THE LOCATION OF ALIOSHA IN THE OTHER KINGDOM.
 VLADIMIR FOLLOWS THE BLOODY TRACKS.
 VLADIMIR SURPRISES THE BEAR.
 VLADIMIR KILLS THE BEAR WITH THE AID OF THE MAGIC SWORD.
 ALIOSHA IS SEIZED BY VLADIMIR.
 VLADIMIR STARTS BACK HOME WITH ALIOSHA.
 THE BEAR'S FATHER FLYS AFTER VLADIMIR.
 VLADIMIR ESCAPES BY BEING HIDDEN BY BLACKSMITHS.
 THEY RETURN HOME.

108

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
 EREMA IS THE BRAVE SON.
 VASILISA IS THE UNLUCKY DAUGHTER.
 MARIA IS THE MOTHER.
 THE FATHER IS BALDAK.
 BALDAK , EREMA AND VASILISA ARE IN THE FIELDS.
 BALDAK SAYS EREMA , LEAVE THE FIELDS.
 BALDAK LEAVES TO GO TO WORK.
 EREMA LEAVES THE FIELDS.
 A DRAGON SNEAKS INTO THE DISTANT PROVINCE.
 THE DRAGON ASKS A VILLAGER WHERE IS VASILISA.
 THE VILLAGER SAYS THAT VASILISA IS IN THE FIELDS.
 THE DRAGON THREATENS TO MARRY VASILISA.
 BALDAK CALLS FOR EREMA.
 BALDAK ANNOUNCES THAT THE DRAGON THREATENED TO MARRY VASILISA.
 EREMA DECIDES TO SEARCH FOR THE DRAGON.
 EREMA LEAVES ON A SEARCH.

EREMA MEETS A COW ALONG THE WAY.
 THE COW GREET'S EREMA.
 THE COW ASKS EREMA TO ANSWER A QUESTION.
 EREMA ANSWERS THE QUESTION.
 A MAGIC RING IS SHOWN TO EREMA.
 EREMA TAKES THE MAGIC RING.
 A MAGIC BOW COMES FROM THE MAGIC RING.
 EREMA TRAVELS TO THE LOCATION OF THE DRAGON IN AN OTHER KINGDOM.
 EREMA TRAVELS ON A HORSE.
 EREMA SURPRISES THE DRAGON.
 EREMA KILLS THE DRAGON WITH THE AID OF THE MAGIC BOW.
 EREMA STARTS BACK HOME.
 THE DRAGON'S WIVES PURSUE EREMA.
 EREMA HIDES IN A TREE.
 THE DRAGON'S WIVES ATTEMPT TO GNAW THROUGH THE TREE.
 EREMA ESCAPES BY JUMPING TO THE OTHER TREE.
 EREMA RETURNS HOME.

109

THE PARANOV'S LIVE IN A DISTANT PROVINCE.
 KATRINA IS THE MOTHER.
 BORIS IS THE UNLUCKY SON.
 BORIS HAS CROPS.
 MARIA ALSO LIVES IN THE SAME LAND.
 MARIA IS OF MIRACULOUS BIRTH.
 A BEAR WALKS INTO THE DISTANT PROVINCE.
 THE BEAR ASKS A VILLAGER WHERE ARE THE CROPS.
 THE VILLAGER SAYS THAT THE CROPS ARE IN THE HUT.
 THE BEAR PILLAGES THE CROPS.
 MARIA MEETS A VILLAGER.
 THE VILLAGER ANNOUNCES THAT THE BEAR PILLAGED THE CROPS.
 MARIA LEAVES ON A SEARCH.

MARIA MEETS A JUG ALONG THE WAY.
 THE JUG GREET'S MARIA.
 THE JUG ASKS MARIA TO ANSWER A QUESTION.
 MARIA ANSWERS THE QUESTION.
 A MAGIC FLINT IS SHOWN TO MARIA.
 MARIA TAKES THE MAGIC FLINT.
 A MAGIC BIRD COMES FROM THE MAGIC FLINT.
 MARIA TRAVELS TO THE LOCATION OF THE BEAR IN AN OTHER KINGDOM.
 MARIA TRAVELS BY THE MAGIC BIRD.
 MARIA SURPRISES THE BEAR.
 MARIA KILLS THE BEAR WITHOUT A FIGHT.
 MARIA STARTS BACK HOME.
 THE BEAR'S FATHER ATTEMPTS TO KILL MARIA.
 MARIA ESCAPES BY FLYING ON THE MAGIC BIRD.
 MARIA RETURNS HOME.

110

THE MOREVNAS LIVE IN A DISTANT PROVINCE.
 THE MOTHER IS KATRINA.
 IVAN IS THE UNLUCKY SON.
 FOMA IS THE BRAVE SON.
 VLADIMIR IS THE FATHER.
 A DRAGON FLYS INTO THE DISTANT PROVINCE.
 IVAN ASKS THE DRAGON WHERE IS YOUR WISDOM.
 THE DRAGON SAYS THAT MY WISDOM IS IN A MAGIC EGG.
 THE DRAGON CASTS A SPELL ON IVAN.
 THE DRAGON EXPELS IVAN.
 FOMA DECIDES TO SEARCH FOR IVAN.
 FOMA LEAVES ON A SEARCH.

FOMA MEETS A WITCH ALONG THE WAY.
 THE WITCH PROPOSES FOMA LISTEN TO THE GUSLA WITHOUT FALLING ASLEEP.
 FOMA RESPONDS BY STAYING AWAKE WHILE LISTENING TO THE GUSLA.
 A MAGIC BOW IS GIVEN TO FOMA.
 FOMA TRAVELS TO THE LOCATION OF IVAN IN AN OTHER KINGDOM.
 FOMA CLIMBS A STAIRWAY.
 FOMA FINDS THE DRAGON.
 THEY FIGHT IN AN OPEN FIELD.
 FOMA IS WOUNDED.
 FOMA DEFEATS THE DRAGON WITH THE AID OF THE MAGIC BOW.
 IVAN IS FREED FROM THE SPELL BY FOMA.
 FOMA STARTS BACK HOME WITH IVAN.
 THE DRAGON'S WIVES YELL FOR FOMA.
 FOMA ESCAPES BY BEING HIDDEN BY BLACKSMITHS.
 THEY RETURN HOME.

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Sheldon K L E I N (1)

Departments d'Informatique
et de Linguistique
Université du Wisconsin
Madison, Wisconsin 53706
U.S.A.

(1) avec la collaboration de John F. AESCHLIMANN, Matthew A. APPELBAUM, David F. BALSIGER, Elizabeth J. CURTIS, Mark FOSTER, S. David KALISH, Scott J. KAMIN, Ying-Da LEE, Lynne A. PRICE.